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YOUR SINCLAIR

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HOW TO BE A COMPLETE ☆✹!✿☆✕✪!
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10TH FRAME
NINJA HAMSTER
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A DYNAMIC DEMO OF ARMALYTE AND A SET OF POKES!

(No tape? Drat! Better go check with your newsagent and find out what's happened to it!)

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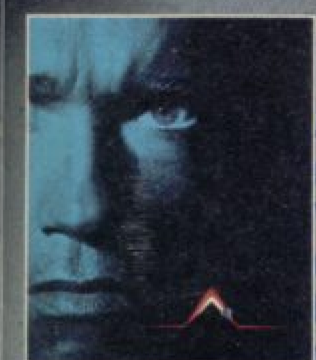
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ER THE TOP





TOTAL RECALL

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Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -
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ROBOCOP 2

EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

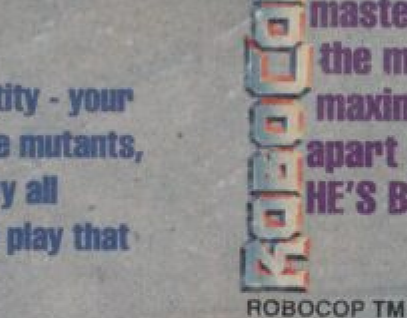
The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

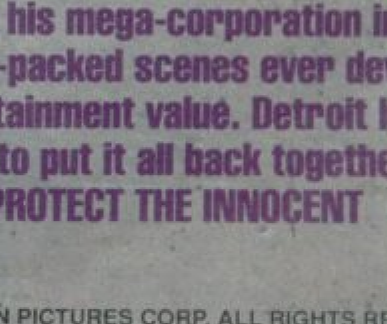
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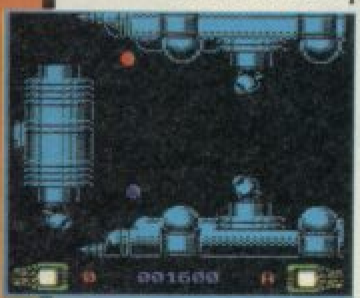
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BACK TO THE FUTURE PART III
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IMAGE WORKS

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YOUR SINCLAIR THE MAGNIFICENT 7



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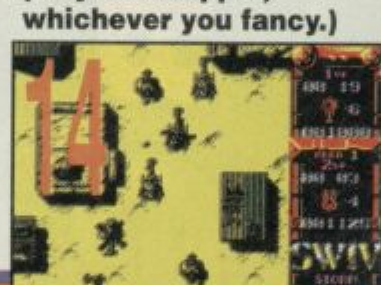


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Editor Andy Ide ♥ **Art Editor** Sal Meddings ♥ **Games Editor** James Leach ♥ **Staff Writer** Linda Barker ♥ **Design Assistant** Andy Ounsted ♥ **Advertising Manager** Simon Moss ♥ **Production Co-ordinator** Melissa Parkinson ♥ **Publisher** Jane Richardson ♥ **Publishing Asst** Michele Harris ♥ **Group Publisher** Greg Ingham ♥ **Circulation Director** Sue Hartley ♥ ***Your Sinclair*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW Tel (0225) 442244 (Reader enquiries Wednesday only) Fax (0225) 446019** ♥ **Subscriptions** Computer Posting, 120/126 Lavender Avenue, Mitcham, Surrey CR4 3HP Tel (081) 646 1031 ♥ **Distribution** MMC (tel 0483 211222) ♥ **Cover Illustration** Jamie Hewlett ♥ **ISSN** 0269 6983 ♥ **ABC** July-Dec 1990 60,368 ♥ ***Your Sinclair*** comes to you from the same jolly folk who publish *Commodore Format, ST Format, Amiga Format, New Computer Express, Amstrad Action, MacPublishing, Classic CD, PC Plus, 8000 Plus & Sega Power, Amiga Power, Amiga Shopper & Needlecraft*. (Phew indeed.)
Future PUBLISHING

YOUR SINCLAIR THE MAGNIFICENT 7

It's packed, it's popping, and it's pulsating with pixelating portions of paranormal playability! Here's why...

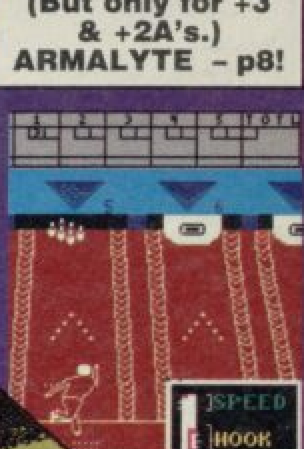


Learn HOW TO BE A COMPLETE BASTARD on – this page!



Buzz around like a busy little bee (or something) in ETHNIPOD! P8!

It's a blast! (But only for +3 & +2A's.) ARMALYTE – p8!



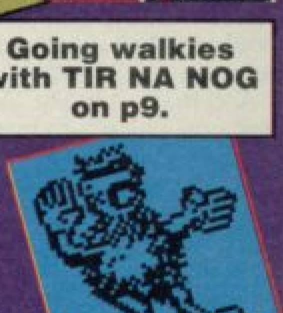
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Don't let those Speccy games push you around! Pick up a POKE on p10!



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HOW TO BE A COMPLETE BASTARD

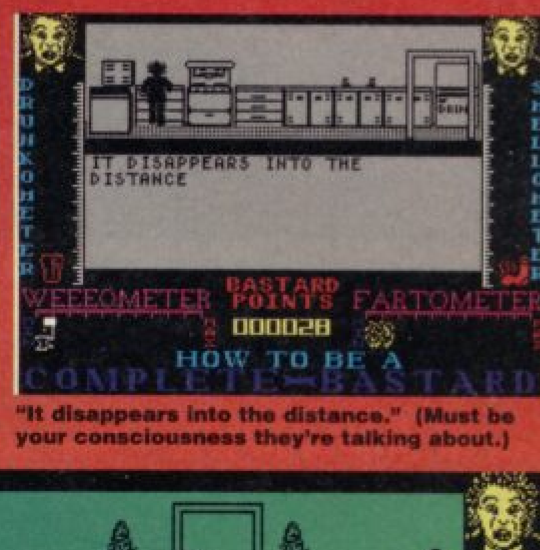
Mastertronic

COMPLETE GAME

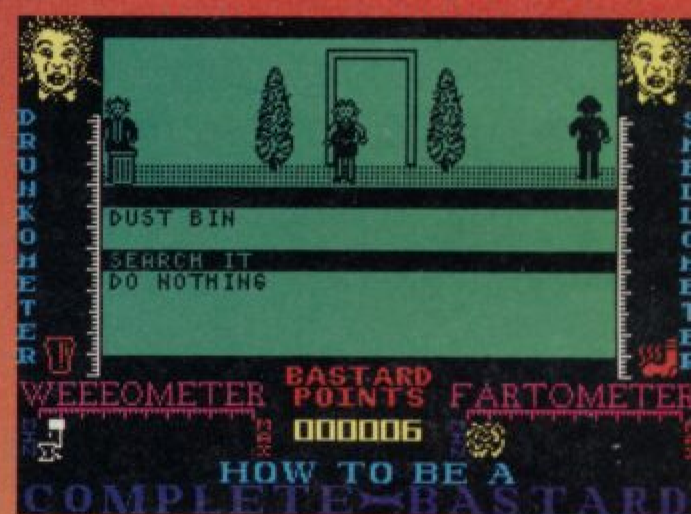
Phew! Time doesn't half fly, does it, Spec-chums?! It seems like only the day before yesterday when everyone was doing Rik impressions in the playground and shouting "Neil, Neil, orange peel" at anyone with anything more than 3 inches of hair on their head! Ha, those were the days! Of course the best of the bunch had to be Vivian – studying a PhD in GBH, our 'Viv' was never short of a broken bottle to liven up the life of some unfortunate cohabitant, and inspired a whole generation in the art of being... a complete bastard! In fact, they even wrote a game about it. And here it is!

Actually, the 'plot' is best summed up by the bumf on the back of the original inlay card – "After successfully gate-crashing a yuppie party, Ade (as in Ade Edmonson, fact fans, the bloke who used to play Vivian) needs to be as BASTARDLY as possible to get rid of the wimps and girlies and become THE COMPLETE BASTARD!" Straight to the point really. And what it all boils down to is you wandering around this house bumping into lots of guests, talking to them if needs be, picking up and using

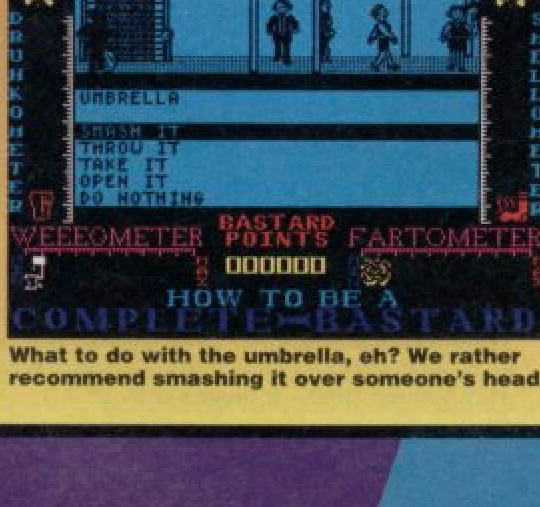




"It disappears into the distance." (Must be your consciousness they're talking about.)



A-ha! That pair of trees look pretty okay to have a good pee into!



What to do with the umbrella, eh? We rather recommend smashing it over someone's head!

BELCH UP!

Here's a round-up of the various meters you've got to keep in balance if you ever want to achieve utter bastardom...

Weeometer
If it gets to the top of the scale you'd better dash off to the Gents pretty sharpish!

Drunkometer
Balance this with booze and black coffee. Sometimes you need to be as pickled as baby onion to achieve certain tasks, other times stone cold sober.

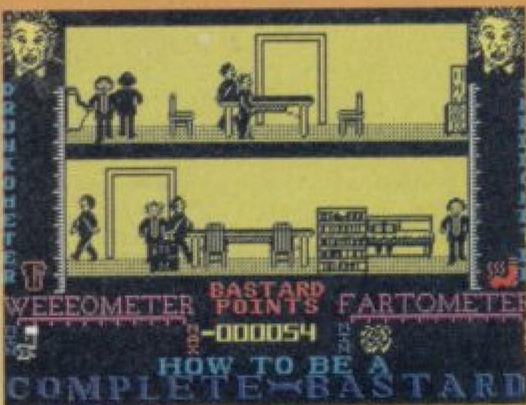
Fartometer
Get those curries down your throat!

Smellometer
Keep up the pong rate if you want to offend.

Complete-Bastard
If you look carefully you should be able to see these 2 words printed out along the bottom of the screen. To win the game you've got to light up all the letters.

various objects (2 at a time) and generally being as smelly, vomitous, drunk and beastly as you can possibly get! (In fact, it's a lot like how you play Hewson's *Tir Na Nog* on the opposite page – just goes to show how the world's gone down the tube since it stopped speaking Gaellic, doesn't it, readers?)

The design of the screen is split into 2 views of whichever room you're in. You follow your direction using the top bit, and refer to the one below to get your bearings and search for doors (etc). To get rid of an object then just bung it in the bin, and to 'interact' with anyone (find out their name or any options they might 'throw up') then you need to be in line with them and at the same level in the room. All in all, it's totally berr-illiant and worth a yellow fizzy drink in anybody's wellington boot! Hurr-ooargh!



Ooh, lots of people do be really, really rude to! (And I'd better hurry – I've only managed 54 bastard points so far!)

CONTROLS

Use joystick or keyboard.
Q Up • A Down • O Left • P Right • Space Fire • F Fart • 1 Rotate view in top window • 2 Rotate view in bottom window
OBJECTS To search an object you need to get close to it, turn to face it while continuing to push in that direction, and press Fire. Up and Down allow you to select an option, Fire to choose. Select further options this way and Fire when you've finished. To examine objects that you are carrying press Fire and look in your pockets.

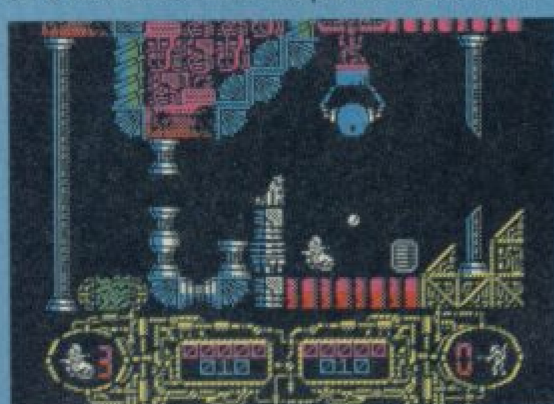
ETHNIPOD

Paul Angel

COMPLETE GAME

Now this is a corker and a half! It's from a rather groovy little fella called Paul Angel and it's a flip-screen shoot-'em-up that sees you whizzing around inside these space fortress thingies trying to get to the centre and blast the poop out a load of aliens (called, rather spookily, Ethnipods).

Load the thing up and you'll be gob-smacked by the colourful graphics – but get a mate round and play it in simultaneous 2-player mode and it'll really get your chocks a-popping! Actually, it's a (little) bit like *SWIV* (which we're reviewing this ish). Just as in that game you've got a blokey buzzing around in the helicopter and one in a tank on the ground, here Player 1 flies all over the shop on a hoverbike while his pal rushes around on foot below him (and gets to hide in the corners while you take all the flack!).


Cripes! Is this *really* a reader's game?! You bet your bottom dollar!

So far as weapons go you've got 3 types – bullets, acid grenades and power balls. Bullets pretty well speak for themselves, while acid grenades are a much more effective means of attack and are launched, *Exolon*-style, from a rather natty backpack on your spacesuit. You can pick these up on the way, along with power balls which are the fiercest and most effective form of damage-doing and take the place of bullets at certain stages of the game when they're not doing a circular fertility dance around your helmet!

ANGEL'S DELIGHT

Paul Angel is 18 and lives in Cardiff. It took him about a year to program *Ethnipod*, and we asked him if he'd had any problems with it. "Yeah – getting it published! A couple of places said it was really good but they didn't want it. So I was dead chuffed when you asked for it." Not as much as we were when he said yes! At the moment Paul's studying Computer A-Level and plans to do much the same thing at college. Good on you, matey!



Is your game rough enough to ride with the Magnificent 7? Well, you'll never find out by leaving it in the bedroom corner! Send it in to The Magnificent 7, *YS*, 30 Monmouth Street, Bath BA1 2BW and a load of luvvly-jubbly green stuff could very well be yours.

CONTROLS

Joystick or keyboard.

Player 1	*Player 2*
Q Up	**H Up/Jump**
E Left	**K Left**
R Right	**L Right**
S Fire bullets	**M Fire bullets**
A Fire grenades	**N Fire bullets**

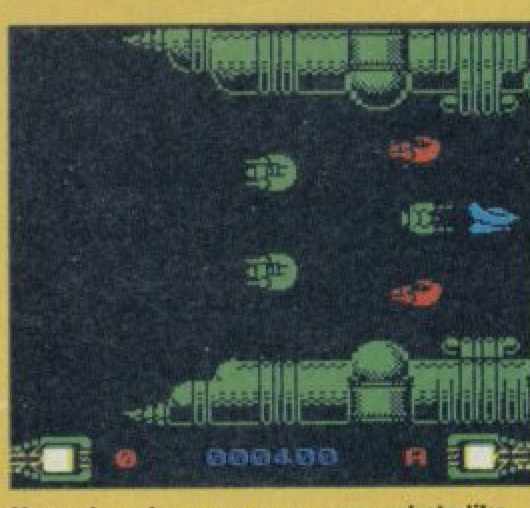
ARMALYTE

Thalamus

PLAYABLE DEMO

Never mind about 'armalyte' – it's more like 'armaheavy' in Thalamus' new horizontally-scrolling shoot-'em-up! There's rear fire, vertical fire, extra forward fire – just about every kind of flipping fire you'd ever need in deepest hyperspace!

Which is just as well really because it looks like you're going to need it. The game's been knocking around on the Commodore C64 for donkey's years but should be zooming into the Speccyverse within a few months, so while we wait we thought we'd bring you a demo of the complete first level (er, minus the baddie at the end, and one or 2 'super weapons'). And, good Lord, there are more pyrotechnical baddies zooming your way than you can shake a silly sausage at!



Now where have we seen screenshots like this before? (Hint – it begins with an *R*-.)

Not that you're totally on your own, mind – you've got a little side-kick chummy to help you out when the going gets rough (ie just about always) who behaves rather like an obedient rottweiler. You can either have him following you around the screen or just sat put in one place, depending where you think he'll be most effective. (Just press Enter to toggle between the 2 modes.)

And that's it really. Watch out for the pick-ups which turn into shields (as if you need telling) and apart from that, er, go sock it to those smelly aliens, why don't you! (You'll be so glad you did!)

CONTROLS

Joystick or usual keyboard controls.

10TH FRAME

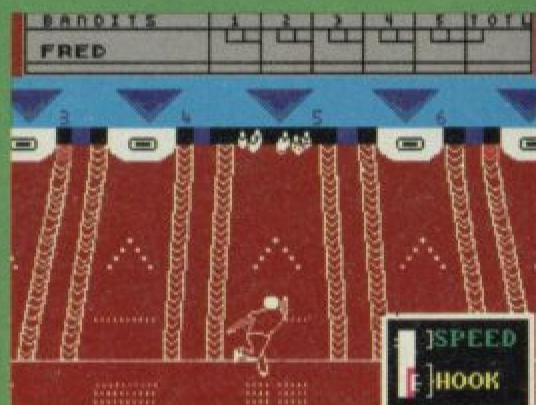
US Gold

COMPLETE GAME

Bowls, eh? It's hardly the kind of sport to grab you by the short and curlies and keep you stuck to your TV set for a fortnight, is it, Spec-chums?! (Ouch.) Which is probably why the Americans rather impolitely stole it from right under our noses a couple of centuries ago (or whenever), fiddled around with the rules, stuck '10-Pin' in front of the name (and an 'ing' at the end), took out a patent on it and built whopping great indoor halls to play it in. (Either that or they just wanted another place to drink lots of beer and meet dates.) And who can blame them?

10th Frame advertises itself as a professional bowling simulator and, upon thorough examination of the evidence, that's exactly what it is! Up to 8 players can join in (playing either in 2 teams or as individual opponents) and there are 3 difficulty levels to opt for (Kids, Amateur and Professional).

Each game is split into 10 frames and in each frame you get 2 goes to knock all the pins over (which are those sort of Coca-Cola bottle-shaped thingies that are stacked up at the end).



It's good for the knee joints, 10-pin bowling. All that bending. Loosens things up.

You control your blokey with 2 meters, one for speed and another for the 'hook'. The 'hook' is the spin you put on the ball to balance out the natural curve it has from right to left, but might just as easily describe the effect that *10th Frame* has on you once you've loaded it up and had a couple of joystick juggles. It digs deep and won't let go!

CONTROLS

Here's how to play (or try to anyway!)...

- **First position your blokie on the lane by moving your joystick left or right.**
- **Aim by pushing forward and moving the white pointer.**
- **Press Fire to start the run-up.**
- **Set the speed by letting go of Fire to stop the yellow bar within the grey speed target.**
- **Set the hook by pressing Fire again to stop the yellow bar which drops towards the grey hook target.**
- **And, er, that's it!**

TIR NA NOG

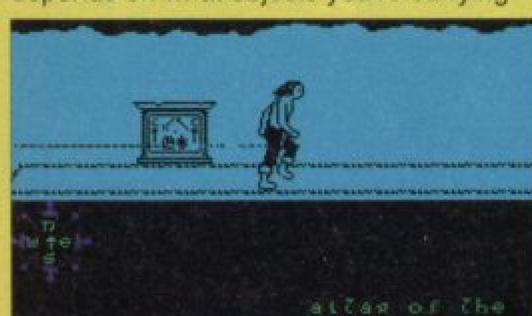
Hewson

COMPLETE GAME

It had to pop up sometime! First we gave you *Marsport* in the *Shadow Dancer* ish, then *Dun Darach* a couple of months ago, and now it's the turn of the third and final Hewson arcade adventure classic to take a bow – the very wonderful *Tir Na Nog*. Hurrah!

For all you chronology freaks out there, this one sort of comes in between the other 2, following on from *Dun Darach* with its similar Gallic setting and boasting exactly the same hero (Cuchulainn). Well, er, not exactly the same – you see, this time he's dead! Spook! Being a complete bunch of birdbrained dumbos we haven't the foggiest idea why he decided to pop his socks but by and large it doesn't seem to have interfered with the usual 'wander around loads of roads and streets, making out you're Sherlock Holmes and poking your nose into other people's business' gameplay. Nope, not one jot. This time you're hot-footing it around the land of Tir Na Nog in order to find the various pieces of the Seal Of Calum, not forgetting all the little sub-quests that form the bulk of the game and which you've got to work your way through first. Phew!

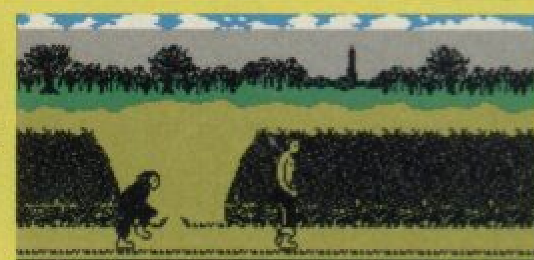
Of course, the first thing you need to suss out if you want to solve anything is where you are amid the criss-cross of paths and roads and where you're going (so you'd better get that pencil and paper out sharpish!). Pretty soon you start bumping into the resident 'Noggians', some of whom are nice enough chaps, but others can be a touch irky and try to beat you up. (How well you fare largely depends on what objects you're carrying



Help! We're lost! (Remember, readers – it's always a good idea to scribble out a map.)

and which weapon you've chosen.) Since you're already dead you can't be 'killed' as such, but if you get duffed around too much then "Your shade will be dissipated and will reform at the gateway of Tir Na Nog" (which is Posh-speak for "Tough luck, matey, you'll just have to start again!"). Oh, and you can't actually kill baddies either, just put them off for a little while.

Right, what else? Oh yes – doors. We can't exactly have a classic Hewson 'spooky quest' game and not have doors now, can we, Spec-chums?! And in *Tir Na Nog* life's one long corridor of infintessimal



Go on, back you go, Cheetah. Tell Jane I'll be home for tea.

openings! They can lead into caves or tunnels (and a good few other places besides), do a reasonably natty job of transporting you into completely different parts of the country, and can come locked and/or completely invisible.

As for objects, well, they've got their usual different attributes – some are powerful, some not, and you can pick them up just about all over the place (even under the ground). So don't forget your bucket and spade!

And that's about it! Don't worry if you haven't played the other 2 games – *Tir Na Nog* is entirely self-contained. If fact, all you really need to know is that you can wander around and solve the little sub-quests in any order you like and that doing so is going to take you a very, very, very long time. And you'll love every second of it!

A HELPING HAND

- **Be sure to map the game in detail.**
- **Always have a weapon on you.**
- **Think laterally when you're trying to solve problems. Solutions aren't always that obvious.**
- **Save your game regularly.**

CONTROLS

Cue these keys for total 'Cuch' control!
THRUST WITH AN OBJECT The four corner keys
WALK LEFT/RIGHT Alternate keys on the bottom row
CAMERA LEFT/RIGHT Alternate keys on the second row
PICK UP/DROP Alternate keys on the third row

NINJA HAMSTER

CRL

COMPLETE GAME



Oh no! I've just been zonked out by mean Mr Mouse! Rats (ahem)!

Ahem. Yes, well... er. (Blushed silence.) Here he is, folks! Again! Bet you thought you'd seen the last of him, didn't you, Spec-chums? (As if you ever saw him at all in the first place, hem hem.) For those of you who weren't around for issue 62, *Ninja Hamster* was supposed to be on the fabulous 4-Pack cover cassette but escaped out of his Red Star cage somewhere between the shed and the duplicators over in Telford and, well, never turned up. A lot of people got jolly angry *(We still are! Angry readers' voices)* and, er, still are, but hopefully their tempers should cool off a bit because we've finally located the cheeky little chappy and put him straight back where he belongs (ie on the tape!).

Just to recap, our 'Ninj' comes home one day to find his village mauled and marauded by a bunch of pretty unwholesome yobbos. "I'm not going to stand for that!" he says and goes about duffing them all up. There are 8 opponents in all (each with funky names like Perilous Parrot, the Lizard of Death and Barmy Bee!), and 48Kers need to load 2 of these opponents in at a time, so remember to stop the tape after the main program's done its bit.





Those apples up there in the corners show how much life you've got left in you. (Still a bit to go!)

CONTROLS



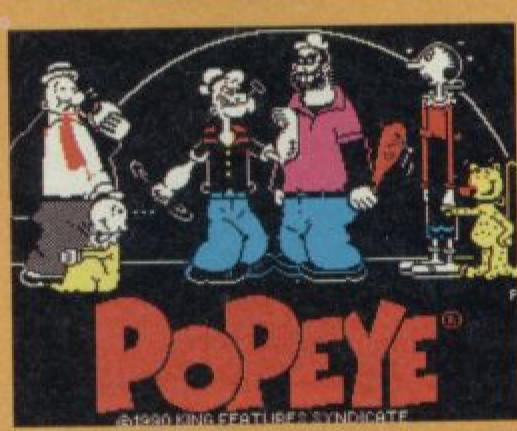
KEYBOARD
- I = left / O = right
- Q = jump up
- W = jump forward
- K = Flying kick
- I&P = block (right facing creature)
- A = Duck
- P = Punch
- P = Low kick (while ducking)
- S = High kick
- L = Middle kick
- Caps/Shift/Space returns to menu

POKERAMA 2

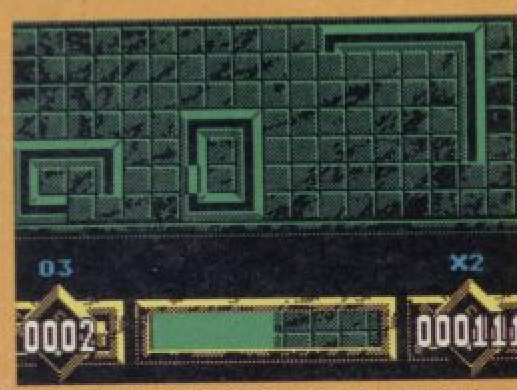
Jon North

Cripey gosh and lawks a-missy! Not only have we got a cracking set of regular POKEs this month, but a whole load of Multiface cheats on the scrolling screen bit too! That Jon North, eh? What a darling. Here's another catchphrase...

Hawk Storm Infy energy & ammo.
Loopz Infy time (plus level passwords in the purple scrolly!).
Dick Tracy Infinite lives.
Cavemania Infy lives & ammo.
Miami Cobra GT Infy time & turbo boosts, fast bonus.



It's a corker! (And we're reviewing it in Bargain Basement this very month!)



Now you can spend as long as you want joining all the little bits and pieces up in *Loopz*! (If that kind of thing excites you.)

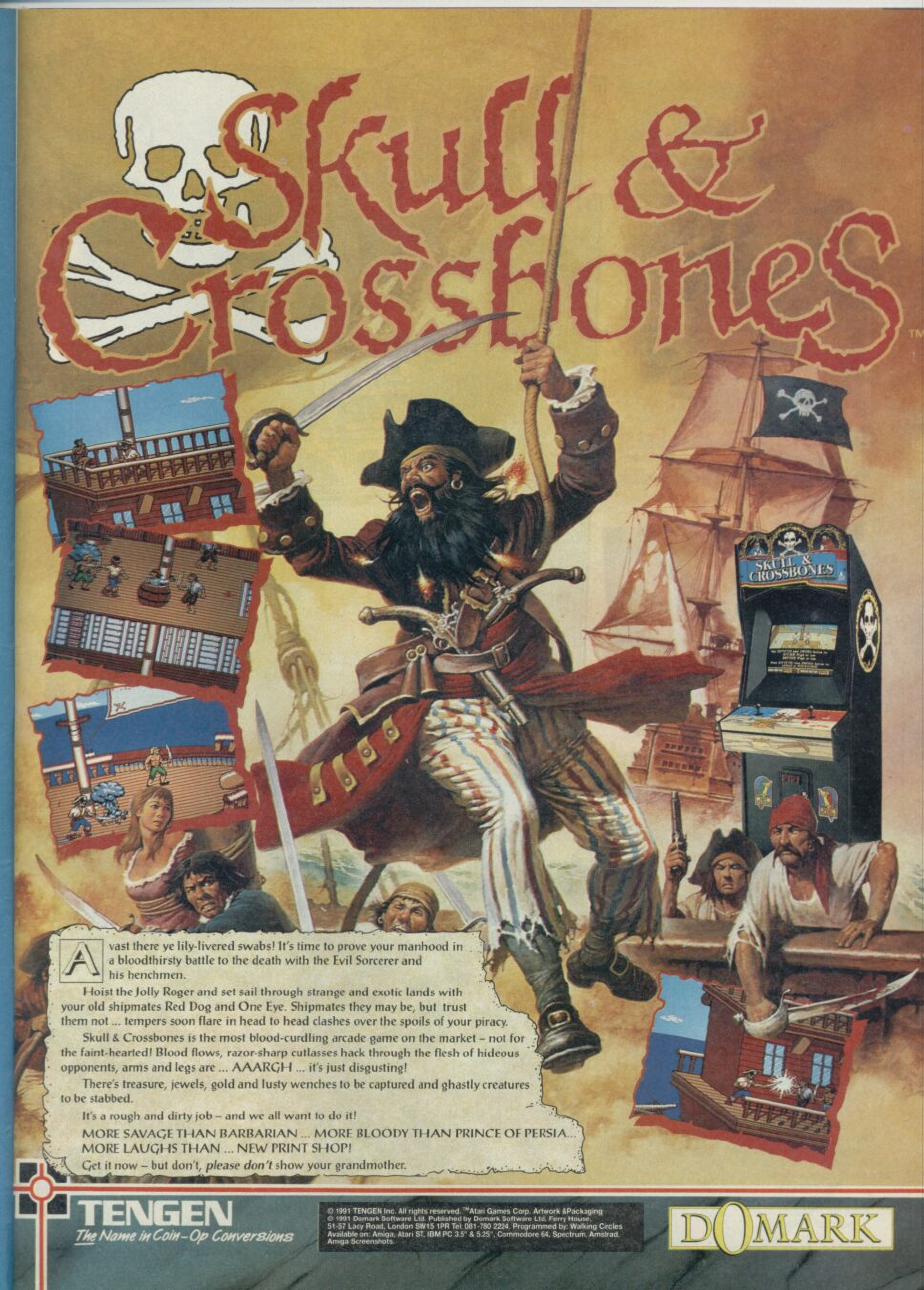
Championship Run No rank saturate, always qualify.
Popeye 2 Infy lives.
Driller Infy time, shields, energy.
SCI Chase HQ 2 Infy credits.



And that's it. (Except to say that with *Cavemania* you need to type RUN to load the game or RAND USR 5 & 4 to return to the menu because the routine has to run from Basic and won't work in machine code.)

Tape Trubbs

So your tape's a dud? Well, it happens to the best of us. Just send it off to *YS* Magnificent 7 No2, Tape Returns Dept (May ish), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD and they'll send you a replacement faster than it takes British Rail to deliver little Andy Ounsted from Bristol to Bath and back every day. (On the outside that's 28 days, but it's not our fault they operate in a completely different time dimension.)


Skull & Crossbones™
SKULL & CROSSBONES
Avast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.
Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not ... tempers soon flare in head to head clashes over the spoils of your piracy.
Skull & Crossbones is the most blood-curdling arcade game on the market – not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are ... AAARGH ... it's just disgusting!
There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.
It's a rough and dirty job – and we all want to do it!
MORE SAVAGE THAN BARBARIAN ... MORE BLOODY THAN PRINCE OF PERSIA... MORE LAUGHS THAN ... NEW PRINT SHOP!
Get it now – but don't, *please don't* show your grandmother.
TENGEN
The Name in Coin-Op Conversions
© 1991 TENGEN Inc. All rights reserved. ™Atari Games Corp. Artwork &Packaging © 1991 Domark Software Ltd. Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224. Programmed by: Walking Circles Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad. Amiga Screenshots.
DOMARK



Pssst

What do babies, 1988, education, violence and porridge have in common? Give up? They're all in Pssst this month. (Except for the porridge.)



BOY NAME NO. 1
Jack

Of course the first thing to spring to mind was a baby character itself – Jack the Nipper. What a scallywag, eh? If you remember the 2 *Nipper* games, our Jack was always getting into all sorts of danger in deadly (if rather silly) places like jungles, and when it seemed certain he was just about to get his come-uppance he'd escape, miraculously unharmed. Sounds just like the sort of jolly japes a child of Sal's would get up to!



And here's the game that inspired us (for a second at least) – the wonderful, soopa-doopa and downright corkendous *Dick Tracy*!! (Just testing.)

BOY NAME NO. 2
Dick

Dick Tracy, actually. He'd be able to say seriously cool things like "I live here and I like it!" or "I'm on my way!". He could also wear a plastic yellow coat and, oh, hang on. His middle name would be Tracy, which is, er, a bit of a girly name really. We hadn't thought of that. Better scrub it then.

BOY NAME NO. 3
Turrican

Ah, this is better. Turrican Meddings – it's certainly original. The lad might grow into the *YS* body armour suit, and could stride around the shed protecting us with lasers and things. But it also makes him sound a bit Dutch or Norwegian or something. So maybe Turrican's out of the window too.



Wotcha, Turry! How's it hanging, mate? (Clank.)

BOY NAME NO. 4
Rick

What about Rick from *Rick Dangerous*? There are plenty of shelves in the shed for the baby to jump around on. We can simply rig them so that they move about, add some rats to jump over and hey presto! A platform game. Although the actual *Rick Dangerous* games have dozens of screens while the interior of the *YS* structure is decidedly limited, if we replace the baby at the beginning of the obstacle course he won't realise he's just finished (babies have appalling memories), and will go through the whole thing again. Hurrah!



It's Rick Dangerous – the man with the hat! (Or one of them at least.)

BUN IN THE OVEN!



We've got some rather good news this month, Spec-chums. The *YS* art team is about to go up from 2 people to 3 – because Miss Sally Meddings is going to have a baby! Hurrah!

Actually, we've still got quite a while to wait for the little bundle to 'pop out', but we've got so excited already that we've taken to dressing up the office Speccy in a shawl and nappies and sticking a dummy in its expansion port.

James says the (real) baby will be a boy, and he'll teach him to play rugby. Linda says it's a girl and she'll take her for long walks and feed her *Turkish Delight*. Andy says that it doesn't matter whether it's a boy or a girl, he just wants to pass his years of wisdom and karmic peace-teachings on to it. Er, right.

But what's it going to be called, this miniature person Sal's internally lugging around? A Spectrum-related name is obviously important if it's going to want any serious 'shed cred', so we decided to rootle around the Speccyverse to see if we couldn't come up with a quick list to help her out.

BABY SPOOK FACT CORNER

1 Babies are sometimes born without fingernails or eyelashes.
2 Babies usually learn to speak when they're 18 months, but people have a lot of trouble understanding them until they're about 3.
3 The world's heaviest baby was an Italian one of 22lb 8oz. That's more than 22 1lb bags of flour.

COME AND HAVE A GO!

(If you think you're hard enough)

Violence, eh, Spec-chums? Love it or hate it, you can't ignore it. But if you get caught doing it, you could be arrested. So don't. Reviewed in this issue is *Fists Of Fury*, Virgin's compilation of *Shinobi*, *Ninja Warriors*, *Double Dragon 2* and *Dynamite Dux*. And you can get a copy for absolutely nowt because we've got 5 to give away free!

Simply answer this question – who was the famous martial arts expert who starred in *Enter The Dragon*? Was it a) Bruce Forsythe, b) Bruce Lee or c) Rustie Lee? Answers on a postcard to *You're Going Home In A Cosmic Ambience* Compo, *YS*, 29 (yes, 29!) Monmouth St, Bath BA1 2BW. Closing date is May 15th. (Miss it and you're asking for a punch in the marf!)





GIRL NAME NO. 1
Tyris Flare

Nothing to do with Rich's ankle apparel (or the piccy that accompanies this paragraph), Tyris Flare is the Amazon in *Golden Axe*. She was hard as nails, quite a kicker, and had a pet dragon, but it's debatable whether Sal would want her as the baby's namesake. Just think of the damage to the shed. Blimey.

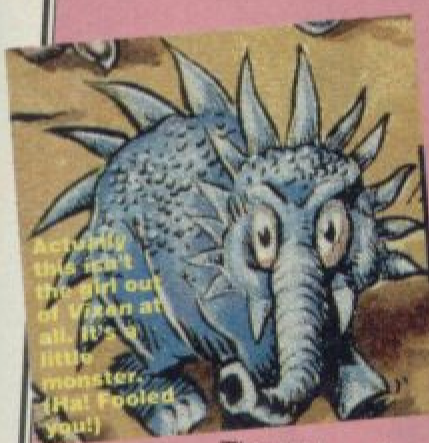
GIRL NAME NO. 2
Metalisis

This is from *Hammerfist*. It's the stupid name of the girl who was very violent as well, and beat loads of people up. So it isn't really appropriate either.



Mrs Hammerfist.

GIRL NAME NO. 3
Vixen



Actually this isn't the girl out of Vixen at all. It's a little monster. (Ha! Fooled you!)

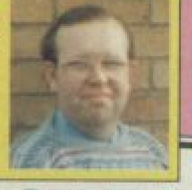
Vixen is from, er, *Vixen*. This is more like it. Except that Vixen is very violent and tough as well. Gosh, Spec-chums, why is it all the women in Speccy games seem to be as violent as, er, a bag of very violent things? Perhaps it'd be better to scrub the girlie bit altogether and get Sal to have twins instead, eh? Yep, that'd be peasy – just call them Bub and Bob, after *Bubble Bobble* and *Rainbow Islands*! They'd be off out of the *YS* shed before you could say 'Abracadabra', flying up to the stars on their little rainbow bridges. Aah! That's more like it!



Cutsiest game in the world ahoy!

COMPO WINNA

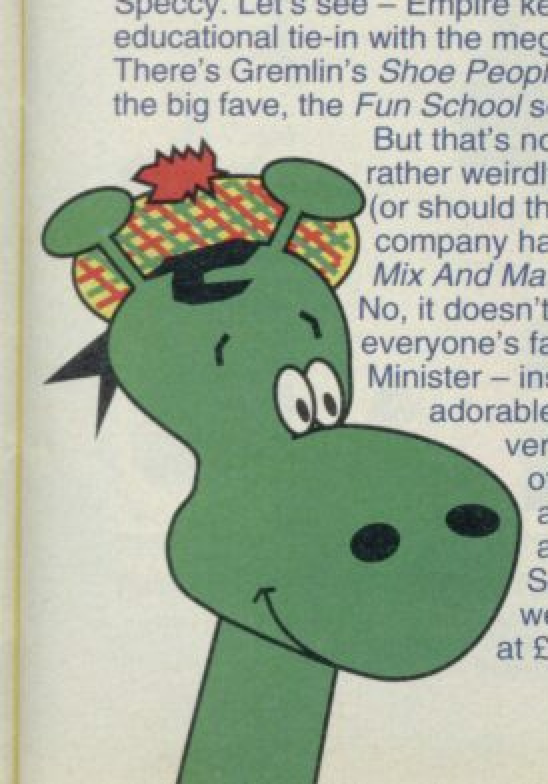
This man with the rather lush jumper is Mr **Andrew Thompson** from Hainault in Essex who's just won our *Every Drop In The Ocean* compo. Which means you haven't. Ha!



GET AN EDUCATION!

It seems as though there's a growing number of people writing educational software for the poor lumbered Speccy. Let's see – Empire keep promising us an educational tie-in with the mega-big Disney Corp. There's Gremlin's *Shoe People*, and not forgetting the big fave, the *Fun School* series by Database.

But that's not all! Scetlander, a rather weirdly-named Scottish (or should that be Scettish?) company have just released *Mix And Match With Maggie*. No, it doesn't resurrect everyone's favourite Prime Minister – instead it features 'an adorable monster' who helps the very young through a world of shapes, pictures, letters and numbers. (But then again, we'd do anything a Scottish monster told us to do as well.) The program is available now at £11.99 cassette and £14.99 disk.



T-ZERS

✖ Domark are certainly getting into busy-bee mode at the moment. As well as this month's cover game *Skull And Crossbones* and the up-'n'-coming *3D Construction Kit* and *Hydra*, they'll be releasing a couple of compilations in the next few weeks or so. The first is called *It's TV Showtime* (which ought to give you some clue as to its contents – expect *Blockbusters, Bullseye, Every Second Counts, The Krypton Factor* and *Bob's Full House*), but it's the second bumper bundle that really takes a Zippo to our candle. It's a Tengen compilation containing *Klax, Escape From The Planet Of The Robot Monsters, Cyberball, APB* and *Vindicators*, and it's called *The Winning Team*. As if that wasn't enough (when is it ever?), they've already started working on *Pit Fighter*, an arcade beat-'em-up featuring digitised sequences of real people fighting. Expect it in your living room sometime after October.

✖ CCS are currently involved in the English Civil War. They're writing a game called *Cromwell At War*, which promises to include the 5 major battles of the conflict between the period 1642-45. (We're crap at History – we're quoting the press release.)

✖ Storm have just got the Jaleco licence for *Asylum*. It's to be a *Gauntlet*-style rush-around jobbie. As well as the long-awaited shoot-'em-up *Solar Jetman And The Quest For The Golden Warpship* (which is finally going ahead at warp factor 9), they're also considering an arcade game called *Indy Heat*. They're keeping schtum about it at the mo, but we'll let you know when they blab.

✖ Remember Activision? Well, they've packed up in the UK. Their French arm is still operating though, to distribute their last two games. *Beastbusters*, taken from an SNK coin-op is described as *Op Wolf* meets *Dawn Of The Dead*. And there's *R-Type 2*, which follows on rather neatly from the stonking *R-Type*. We should be seeing both games sometime around September.

ROCK AROUND THE CLOCK

May 1988

The cover of issue 29 proudly displayed ex-Benny Hill girl Corinne Russell as the Martech *Vixen* (there we go again), exhibiting her posing talents with a whip. Phwoar, eh? There was a real fufore caused by this display of bare flesh, and a couple of letters flooded in. There were also 2 items on Teresa's letters page from someone called Richard Pelley. No one had ever heard of him, and no one really cared. Both his missives were crap but one spookily managed to get the Star Letter. How? We'll never know. And where is the Pelley fellow now? (*Actually he's just outside the shed, trying to remember the password. Ed*)



Meanwhile the Charts looked something like this (except a bit more to the left).

1. ***Platoon*** **Ocean**
2. ***OutRun*** **US Gold**
3. ***Match Day 2*** **Ocean**
4. ***Garfield*** **The Edge**
5. ***Magnificent*** **Ocean**

SW

MEGAGAME

Storm/£10.99 cass (128K only)



Andy Right then, who's for a quick flutter? I'll bet you 10 candy cigarettes and a packet of Love Hearts you've got a copy of *Silkworm* lying in your bedroom cupboard somewhere. Go on, have a look. (We are of course talking 'timeless classic' here, and as big a barg as you could ever buy for £2.99.) So – was I right? Ha! You're too kind, you really are. (Gobble.)

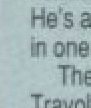
And judging by the look of Storm's long-awaited second game (their first since *St Dragon*) I reckon it's odds on they've got a copy too. You see, *SWIV* is not only a rather corking shoot-'em-up – it's also a simultaneous 2-player thingimeebob which sees you and a mate taking control of a helicopter and jeep and blasting the red silk stockings off loads of unsavoury space spooks. In other words – just like *Silkworm*! Hurrah! And it's almost (not quite, but almost) just as super spiffingly good! Let's take a gander...

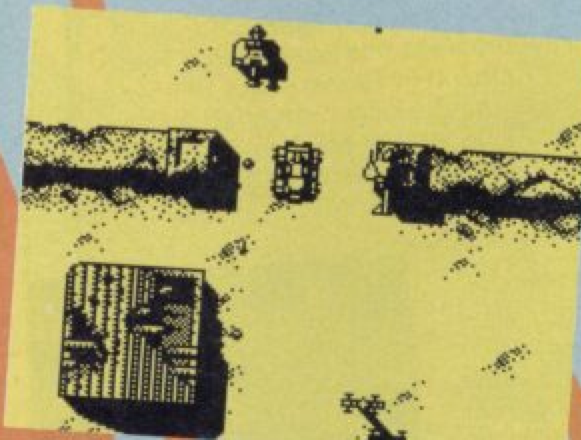
What a lovely pair!

Right then, depending on which vehicle you choose you can do different things. If you fancy zooming everywhere at the flick of a fingernail (it's a vertically scroller by the way, as opposed to *Silkworm*'s horizontal stuff) then you're best off with the chopper. He's a whooshy kind of chap, but sadly only ever fires in one direction (ie up).

The jeep on the other hand is much more your John Travolta showy-offy type. Although he's got to get round buildings and things (which makes him rather harder to control, and easy pickings for walls which squash him to pulp at the bottom of the screen) he can swing and twirl and blast away in any direction he bally well wants to. This means that you can nip him behind enemy gun posts, dashly flip 90° to one side, smile sweetly at the poor little prat whose life your about to terminate, and blammo! Fried sucker sunny side up!

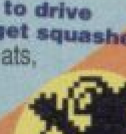
So just imagine the double-trouble firepower you're going to inflict when you get a mate round to team up with you and join in the fun! Caramba!! Not that they opposition's going to be a pushover of course. In fact here comes an onslaught of them right now. Eek!





And here we see how important it is to drive through gateways. (Don't and you'll get squashed!)

There's swooping fighters, tanks, boats, gun turrets, bullet-spitting metal balls and even some seek-out-and-destroy Silkworm IV homing missiles (which spin round on the screen for absolute yonks and suddenly poke you up the botty when you've forgotten all about them). It's a nighty! And that's just the small fry – about two-thirds through each level you get faced by this creepy wasp-looking fighter plane (which lunges at you every so often, and leaves behind a handy ammo-boosting icon – very *Silworm*-ish) and then at the end there's a different humongous gun thingy to cope with! (Well, they jolly well scared the boxer shorts off me anyway!)



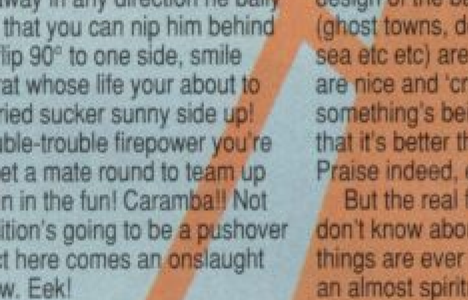
Funky fabaroons!

So what's the gen? Well, basically, as I said above, it's terribly, terribly good. The smoothness of the action and the graphics are first class – everything whizzes and scrolls without the slightest jerky hiccup, and the design of the baddies and some of those backgrounds (ghost towns, desserts, airstrips, grassland, bits of the sea etc etc) are really state-of-the-art. The explosions are nice and 'crunchy' too and really look like something's being blown to poop. (In fact, I'd even say that it's better than the Amiga version in some bits. Praise indeed, eh?)

But the real funky dread is the 2-player option. I don't know about you but if these simultaneous player things are ever any good I always end up experiencing an almost spiritual sense of kinship with the partner I'm

OI! YOU AT THE BACK!

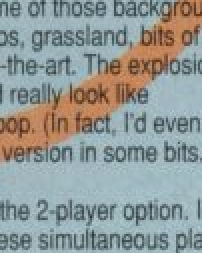
Here's a quick run-down of those end-of-level 'baddies'.



LEVEL 1 (Right) This is a whopping great gun which spits a laser beam at you and fries you into cherry pie if you're sitting in the middle of the screen.



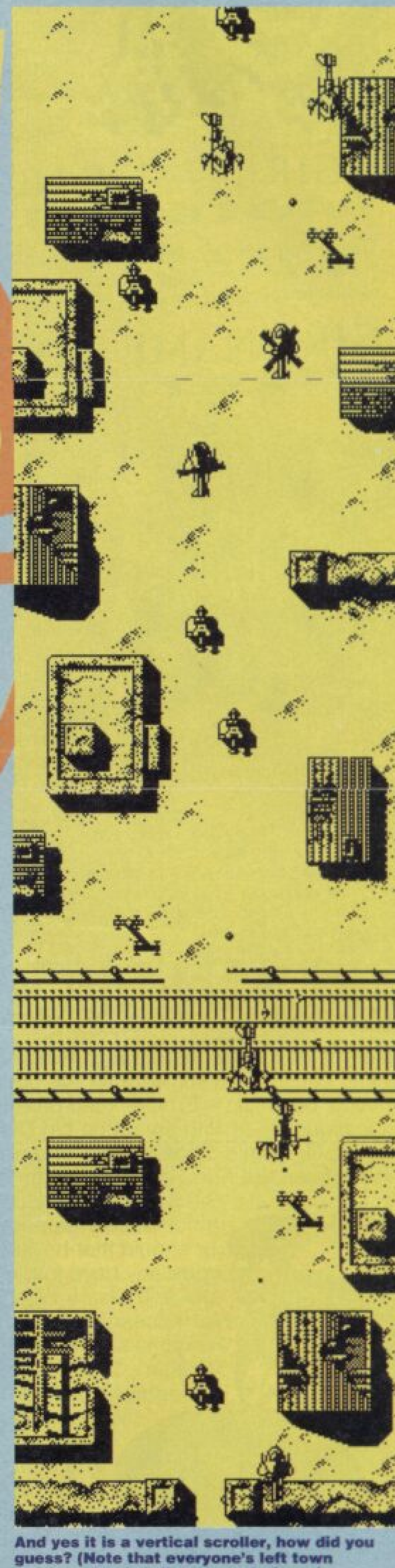
LEVEL 2 The missile launcher. It fires out Silkworm IV homing missiles which zigzag around like inebriated Kamikaze pilots and prove incredibly tricky to dodge.



LEVEL 3 (Bottom left) This is a plane which leaves behind a flying worm thingie once you've zapped it (I think).



LEVEL 4 And this you'll have to find out for yourself. (Not that we never got that far, hem hem, just that we think you should have something to look forward to.)



And yes it is a vertical scroller, how did you guess? (Note that everyone's left town because they're all so scared of you.)



playing with – no matter how much I usually hate his guts. Such was the relationship I had with James until he got to shot to ribbons and I realised what a talentless wimp he was. Yep, Spec-chums, it's that good. (And better!)

Or is it?



Ahem

You see, despite all this fawning praise I must confess to having a small handful of less-than-vague reservations about *SWIV*.

First off, I'm worried about the size. It's only 4 levels deep, and I'd jumped up onto the second one within about 20 minutes of starting the first. (Not that I got back to it for ages, but I'd managed it all the same.) That really took me by surprise.



Second, when you do eventually get onto the later levels you find that the enemies are very similar to the ones before, only harder to kill.

And, thirdly, although I've mentioned that the graphic backdrops are truly scrumptious, they do tend to gobble up the action sometimes and leave you squinting you at the screen to see what's happening. (I had to turn the colour down on the telly at one point because the red was so fierce and distorting.)



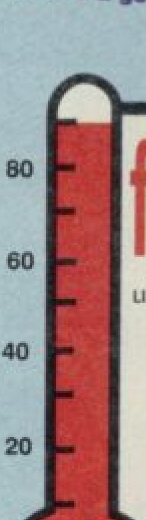
Cripes, eh? Can this mean that *SWIV* ends up shortchanging itself and tilting just the wrong side of 90°? Or that it runs the mile only to falter before the finishing post? Well, luckily, no it doesn't. Usually a set of grumbles like that would do some serious damage to a game (and it certainly does



Actually, this first level is one of the best. The backgrounds are relatively bright and clear, and there's a good macho 'military' feel to it.

knock its score down), but this is one of those mischievous little blighters that screams and squawks and shouts for you to give it a Megagame even before you've picked it up out of its box, and keeps up the volume regardless of the niggles and moans.

With 2-player-mode action and graphics like these you're not going to be wasting your money. It's got serious style and it's as addictive as hell. And for a company that's only on its second game that's some pretty mean achievement. So go out and buy it.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
83°	95°	90°

DIAGNOSIS

Addictive and very good-looking 2-player shoot-'em-up. It's not perfect but it's still the biz.

INSTANT APPEAL 92°

JOYSTICK JUGGLERS

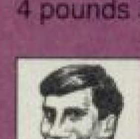
As the sun climbs higher with the promise of summer, it's only natural to start planning those all-important holidays. Down in the *YS* shed every available space is covered with holiday brochures, so we asked the Jugglers where they were planning to take off to.



Andy Ide "I've always fancied a bit of snorkelling and I'm also pretty keen on the idea of Africa, so I thought I'd combine the 2 and maybe go to Kenya or anywhere in Africa with a beach." Why not Malawi, we ventured. Andy seemed quite struck with the idea. "Yeah, Malawi. That sounds like a very beach-y sort of a place. I'll check it out." And off he toddled to the travel agents. Tee hee! You see, in Malawi they don't take too kindly to long hair and make any visitors with lengthy locks chop them all off. Ha!



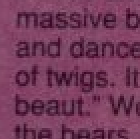
James Leach "I want to go somewhere different this year." Different to what, we asked. "I don't know, just somewhere a bit unusual with cheap beer. And it's got to be somewhere I haven't been before and where I'm not going to bump into my parents." We told him that Iceland was obviously the right place. "Is the beer cheap?" Oh yes, we lied convincingly. (Fact - lager costs 4 pounds a pint in Iceland.)



Jonathan Davies Quiet JD was considering a more sober retreat. "I'm going to visit my Great Aunt Jessie. She lives in Broadstairs, which is where Charles Dickens was born. It's a very quiet place and nobody ever goes on holiday there. The only person I'll have to talk to for a whole week is old Jessie and she's partially deaf. Pure heaven. I've already selected my reading entertainment. *The Observer Book Of Birds* has always been a favourite and I look forward... " We made our excuses and left.



Jon Pillar "I can't decide whether to go to Blackpool or Bermuda," said our resident John Major lookalike. Bermuda's more exotic, we ventured. "But I don't know anyone in Bermuda. If I go to Blackpool I'll meet lots of mates. And Bermuda sounds a bit hot, and expensive. And there's a really good stall in Blackpool that does the best jellied eels in the whole wide world." He's right. Bermuda's crap.



Linda Barker "I'm going to Scotland again. But not till about September – it won't be too hot then." But there's nothing to do in Scotland, we argued. "Of course there is. I'm going to chop wood, drink lots of whisky, go for really long walks in the woods and then build a massive bonfire in the evening and dance around it waving lots of twigs. It's going to be dead beaut." We warned her about the bears. Surely they'd see her fire and come and 'visit'? "I hope so! Last year we all got ratted and watched the sun come up." Nurse...

HIGH SCORES

90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!

80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!

70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.

60° – 69° A few niggles. Lacking in certain areas. Think before you buy!

50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.

40° – 49° Um, below average (believe it or not).

30° – 39° So sick it's due to be hospitalized.

20° – 29° Very poorly indeed.

10° – 19° Critical – not expected to last the night.

0° – 9° Clinically dead.

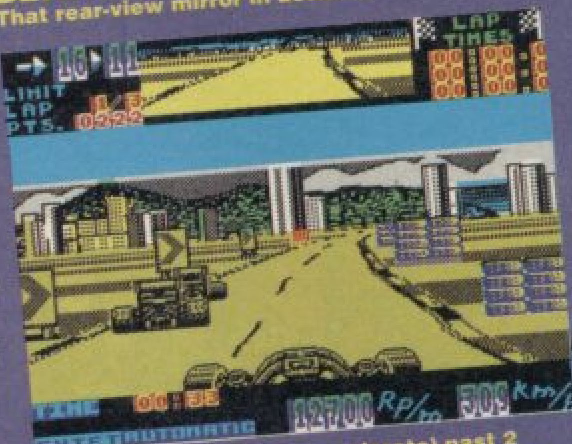
US Gold/£10.99 cass
£14.99 disk



James Oh no. It's happened again. I've started to feel the need, the need for speed. And there's only one thing that can satisfy this desire. A spiffingly good 3D motor racing game. And what a strange coincidence! *Super Monaco GP* happens to have just appeared in the trusty shed. Better get on and review it, hadn't I? *(If you would. Ed)*

Super Monaco, a bit like Impulze's *Championship Run*, reviewed on page 59, sees you strapped into the uncomfortable seat of a Formula One racing car. (Those of you who go back more than a year should remember it from the arcades where its nifty scrolling scenery and rear-view mirror made it a bit of popular ride.) You are then invited to race a whole season around various tracks in Europe (of which Monaco is one of course). What you have to do is zip around a lap of each of the empty circuits against the clock to get a qualifying time. You then (automatically) enter the 3-lap race with a grid position dependent upon your level of crapness on the qualifying lap. Luckily if you do really badly, you will still qualify. You'll just be at the back, that's all.

BEHIND YOU!
That rear-view mirror in action...



Put your clog down (ie accelerate) past 2 slowcoaches chugging round a corner, and...



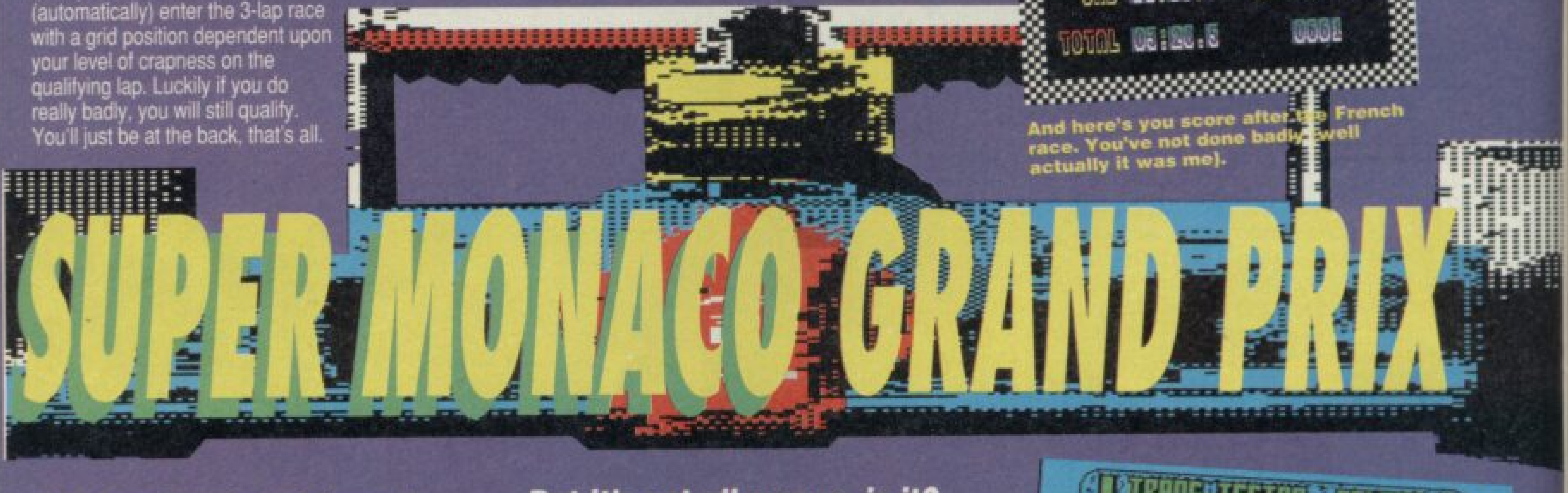
Hah! You can see them in the mirror, trailing hopelessly behind you. Fun for all the family!

there's some spooky strangeness at work here, because although you can drive off the circuit at any point, you only die at one or 2 corners. Of course, you forget which these are, and, thinking you can't die, you belt round them at 398 kmh only to find that the game has suddenly finished (as has your life).



And here's you score after the French race. You've not done badly (well actually it was me).

SUPER MONACO GRAND PRIX



Pesky Sunday drivers!

In the proper races there are about 20 other drivers. Some you can zip past on the straights, but others need to be carved up on the corners. It's graded so that the further towards the front of the pack you get the harder it gets to overtake the cars in front. Reaching (and staying at) first place is therefore a wicked achievement worthy of a pretty stonking slap on the back. But those you've just burned off are waiting to get their revenge.

What makes things a fair bit easier though is the spooky ability you have to drive right through the other cars. It takes all the skill out of the overtaking process (and I only wish I could do it on real roads!). Just when you think you're about to ram someone the cars slide through each other. (So you can't wobble dangerously and block the rest of the pack behind you.)

This weird 'ghost car' effect means that the only way you can die is by crashing off the road. But again



You're racing in France, and catching up with some annoying, slow French driver in front.

But it's not all moans, is it?

Certainly not. There's plenty in *Super Monaco* to jump up and down waving your hands above your head about. The graphics are almost as fast as a weasel with diarrhoea (*You're fired. Ed*) and they don't slow down at all when you see other cars. The track itself is pretty simple, but does look just like a, um, racing track really (it could be a very bendy runway as well, I suppose). There are bumps, dips, crash barriers and corner warning signs, and also rather pretty hills, a town and the sea in the background (not that you'll too much time to see all this).



Right, now to the car itself. You can choose an automatic, which goes 313 kmh or a manual 4-speed which goes just as fast. Or if you're particularly brave/mad you can go for the 7 (count 'em!) gear, 398 kmh turbo looney complete death machine (hem hem).

You can also choose how you want to change gears (using the fire buttons or joystick back and forwards and so on). Very useful. And, amazingly for a driving game, the sound effects aren't so irritating that they make you want to rip your speaker out and use it as a small vase.

Despite my gripes *Super Monaco GP* is also quite fun to play. There isn't anything particularly innovative about it (its success as a coin-op had a lot to do with the whizzo graphics which you could obviously never reproduce here), but what it does on the Spec, it does well. Speed, smoothness, control and excitement, I've got all these (and you'll find them in *Super Monaco*, too).





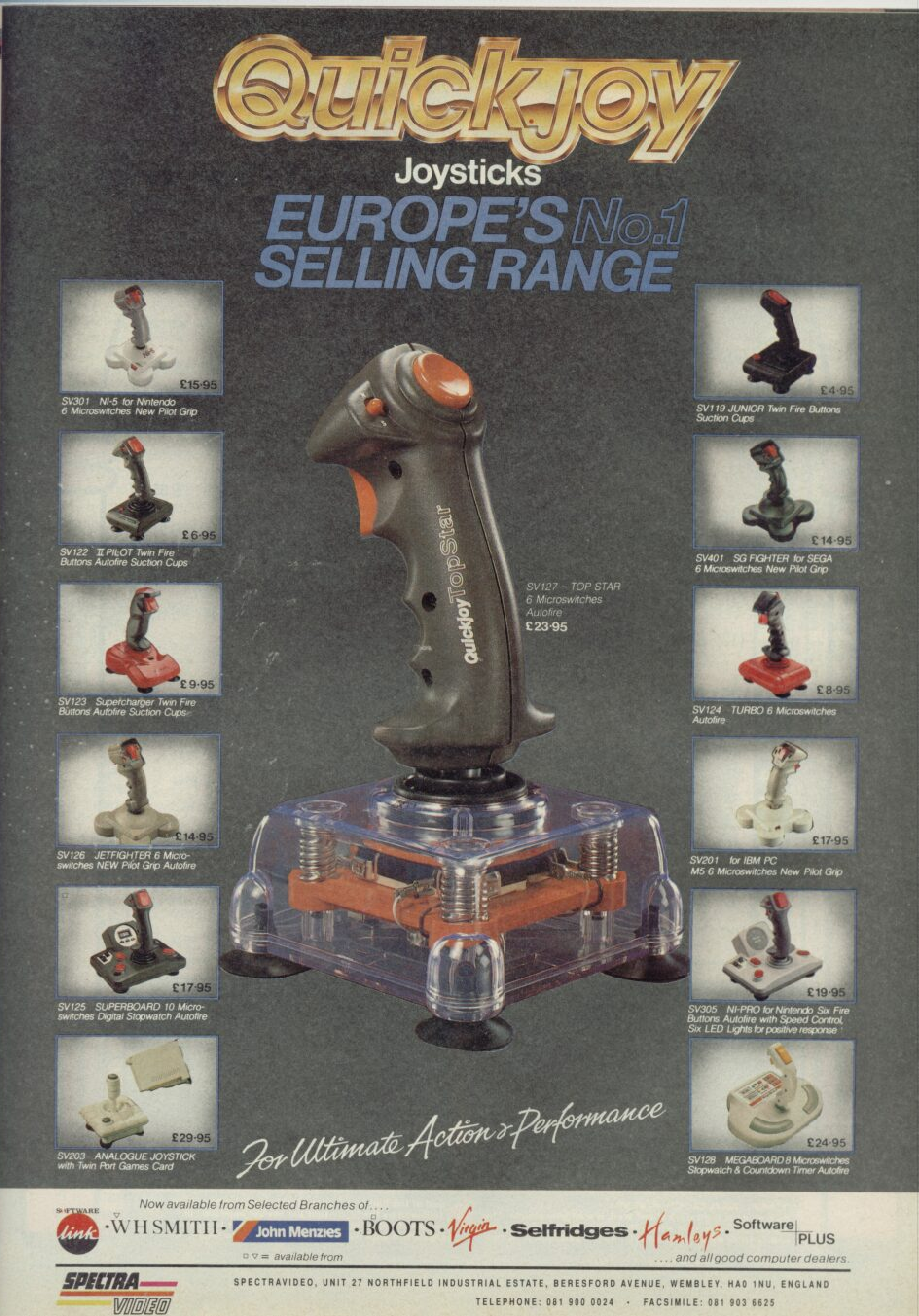
You can select the joystick controls for gears, accelerator and brake from this menu here (good thing too, I say!).

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
76°	87°	83°	82°

DIAGNOSIS
One of the better 3D race games, although a couple of gripes knock it down a bit.

82°


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THE CHARTS

TUNE IN AND RIP THE KNOB OFF

FULL PRICE

Pos	Last	Title	Publisher	Score
1	(1)	*Teenage Mutant Hero Turtles*	Mirrorsoft	90° *YS* 61
2	(NE)	*Total Recall*	Ocean	84° *YS* 63
3	(2)	*Robocop 2*	Ocean	93° *YS* 60
4	(6)	*Gazza 2*	Empire	87° *YS* 62
5	(3)	*Hollywood Collection*	Ocean	87° *YS* 60
6	(7)	*Golden Axe*	Virgin	91° *YS* 61
7	(NE)	*Multi Player Soccer Manager*	D&H Games	85° *YS* 64
8	(5)	*NARC*	Ocean	72° *YS* 62
9	(9)	*Lotus Esprit Turbo Challenge*	Gremlin	90° *YS* 61
10	(12)	*Shadow Warriors*	Ocean	90° *YS* 57
11	(NE)	*Big Box*	Beau Jolly	Not reviewed
12	(17)	*Pang*	Ocean	94° *YS* 62
13	(11)	*Gremlins 2*	Elite	72° *YS* 63
14	(13)	*Midnight Resistance*	Ocean	92° *YS* 65
15	(NE)	*Rick Dangerous*	Rainbird	78° *YS* 43
16	(NE)	*World Championship Soccer*	Elite	80° *YS* 63
17	(NE)	*F16 Combat Pilot*	Digital Integration	92° *YS* 62
18	(4)	*SCI Chase HQ 2*	Ocean	71° *YS* 63
19	(8)	*Kick Off 2*	Anco	80° *YS* 61
20	(10)	*Super Off-Road Racer*	Virgin	91° *YS* 59

BUDGETS

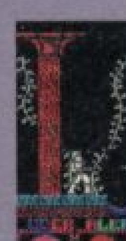
Pos	Last	Title	Publisher	Score
1	(2)	*Double Dragon*	Mastertronic	70° *YS* 62
2	(NE)	*Kenny Dalglish SM*	Zeppelin	64° *YS* 55
3	(NE)	*Afterburner*	Hit Squad	78° *YS* 65
4	(10)	*Paperboy*	Encore	68° *YS* 48
5	(1)	*Kwik Snax*	Code Masters	92° *YS* 62
6	(NE)	*Real Ghostbusters*	Hit Squad	80° *YS* 65
7	(4)	*Target Renegade*	Hit Squad	92° *YS* 61
8	(5)	*Dizzy Collection*	Code Masters	90° *YS* 63
9	(NE)	*Defenders Of The Earth*	Hi-Tec	64° *YS* 65
10	(3)	*R-Type*	Hit Squad	98° *YS* 61
11	(16)	*Quattro Adventure*	Code Masters	95° *YS* 58
12	(6)	*Operation Wolf*	Hit Squad	87° *YS* 63
13	(21)	*Match Day 2*	Hit Squad	90° *YS* 57
14	(NE)	*Rambo 3*	Hit Squad	65° *YS* 64
15	(7)	*OutRun*	Kixx	80° *YS* 27
16	(NE)	*Vigilante*	Kixx	45° *YS* 64
17	(12)	*Track Suit Manager*	Hi-Tec	79° *YS* 62
18	(8)	*Treasure Island Dizzy*	Code Masters	90° *YS* 63
19	(22)	*Daley Thompson's Oympic Challenge*	Hit Squad	84° *YS* 59
20	(18)	*Rastan*	Hit Squad	87° *YS* 59

Those pesky Turtles certainly are hogging the limelight, aren't they? They've been at the top for 3 months now! (And did you know that the Speccy version was the best-selling game across *all* formats last year? There's life in our old rubber-keyed chum yet!)

What else? Well, *Total Recall* seems to have fared well off the back of its movie licence, zooming in at No2, and of all things *Multi Player Soccer Manager* bows in at No7. Is there any justice in the world when a game like *Pang* lags 5 places behind it at No12? No, we thought not either.



In its third month in the charts *Double Dragon* finally jostles its way into the top spot, kicking *Kwik Snax* down to No5. In the new entry league every single game is a rerelease. *Kenny Dalglish* leads the pack with *Afterburner* hot on its heels, followed by *Real Ghostbusters* and *Defenders Of The Earth* (which has to be one of the fastest 'barg' conversions we've seen in a long while). Where are all those marvellous original games like *Popeye 2* and *Hawk Storm*, eh? (Perhaps next month will tell.)



THE MAGIC KEY

So how does it all work then? Well, it's all jolly simple. The number in brackets is where the game stood in last month's charts (with NE for New Entry), and the percentage at the end of the line is the score that we originally gave it, followed by the issue that the review appeared in.

And finally, the *YS* Charts are brought to you in conjunction with Gallup (so ta very much to them).

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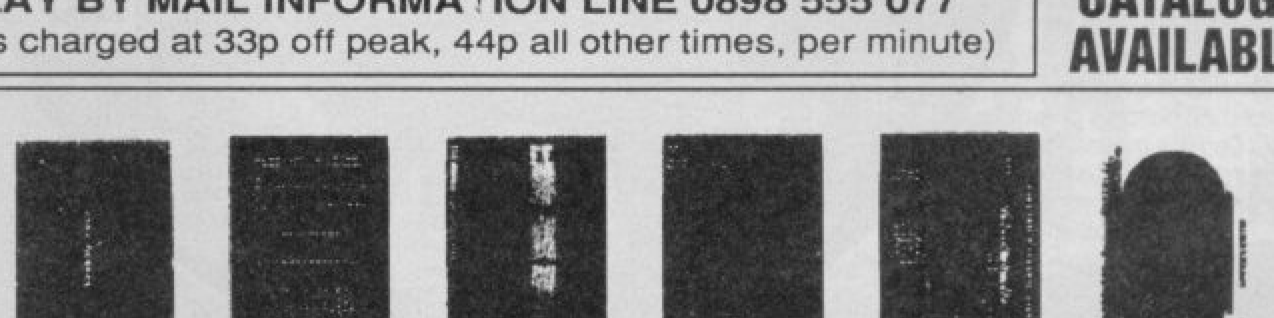
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HELTER SKELTER

YS MEGAGAME

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Jon Helter skelters, eh? How I remember them well! Trogging off down the fairground just to climb up to the top and sit on one those horrible barbed wire mats that always threw you off when you spun round the first bend. Ah, those were the days.

And as a matter of fact, *Skelter* the game has absolutely nothing to do with those towers of fun and friction whatsoever. Instead it's actually about balls. *Bubble Bobble* sort of balls in fact. You, as Billy (the ball), have to advance through 80 screens (with handy passwords to get straight to each set of 10) by squashing all the monsters that are wandering around the platforms of each one. Only one monster is vulnerable at any one time though (an arrow points to him to let you know which one), and if you hit any others by mistake then they split up into 2 smaller beasties, messing up the squashing order and thus making your task a whole lot harder.

Tight fit!

Each screen has a *very* tight time limit, although this can be increased if you can grab one of the occasional bonus tokens. (Others help you freeze monsters, make them vulnerable, stop the clock, and bounce onto the next screen.) If you're very lucky you might catch the letters E-X-T-R-A and gain a bonus ball. Although somehow it's doubtful. What you'll probably be doing instead is cursing the programmers for coming up with the most frustratingly enjoyable control system since the trackball hit the arcades.

It's another one of those 'real physics' jobby, you see. Rolling the ball left and right, you bounce around by pressing Fire and by doing so exert a 'downward force'. So if you're on a platform, this pushes down against the floor, which in turn shoots you up into the air. Once you're in the air you can make your next bounce higher by pressing Fire on the way down, or shorter by firing on the way up (don't worry – it's much easier to grasp than it sounds).

All this means you can drop the ball on the target monster with pin-point accuracy (either that or ricochet around the diabolically-placed platforms like *Cauldron 2* gone mad!). And it's all absolutely diabolically addictive! Since the vulnerable monsters only reveal themselves one at a time (ie you aren't told the order to squash them in), you can spend ages trying to blip one, only to find yourself with 3 seconds to get off the platform, deftly dodge the remaining beasties, drop through a miniscule gap and then bounce onto...damn! (But there's always *next* time.)

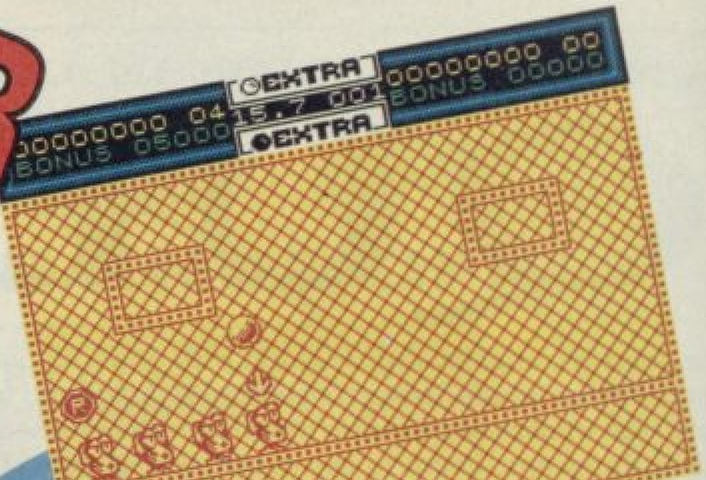
And that's just the half of it!

Because just like *Bubble Bobble*, the real fun starts when the second player joins in (as Billy's cousin Bobby). Then you get to plan the most effective routes around the screens, divide up the workload, and even double-cross your pal and grab the bonuses for yourself! Hurrah! (And best of all, you've got someone else to blame!)

Sounds like value for money to you? And I haven't even told you about the screen designer yet! Now instead of playing alongside your friends you can completely confound them with fiendishly complicated and/or totally-impossible-to-complete levels! It's a gas!

There are a few niggles. The cutesy graphics and rinky-tinky sound are good, but some of the backgrounds tend to wrench your eyes out and you can't turn them off. And it may just be I'm a tad crap at the game *(No. Surely not. Reader's voice)* but it seems there's not much of a learning curve – you can be muddling along quite happily, getting the knack, when suddenly the program throws in a real bast of a screen, you lose all your lives and muscular control, and have to have a quiet lie-down to recover.

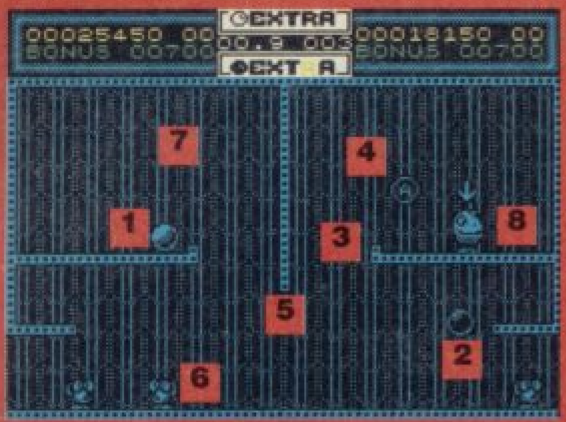
But it's difficult to *really* complain about *Helter Skelter*. It's beyond a doubt the best cutsie platformer since *Pang* (not that there've been too many of them inbetween but you know what I mean) so you'd better go and grab a copy pretty darn pronto.



Ball coming down! Look out below! (Squish!) Sorry!

BILLY, BOBBY AND THEIR BEASTLY BADDIES

Here's who to whack and waste and where to go (sort of).



1. Billy.

2. Bobby.

3. These edge blocks stop you rolling off a platform and are the peskiest things in the game.

4. This A is part of 'EXTRA'.

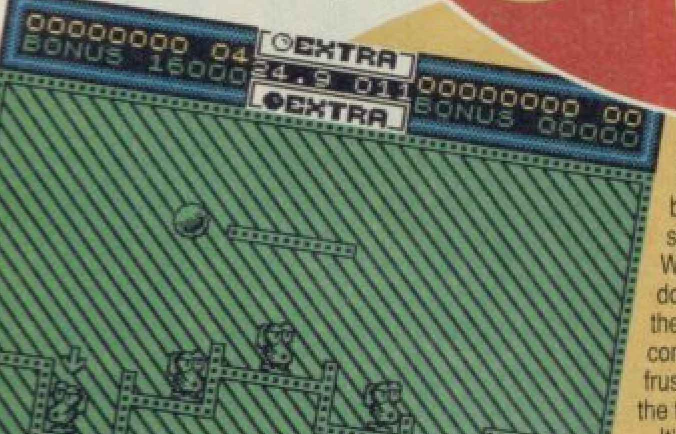
5. This dividing block is easier to hit than the floor.

6. 'Someone' has rather bodged up dodging the other monster – hence these little baby ones. Tch!

7. Feast your eyes on this horrible back-ground!

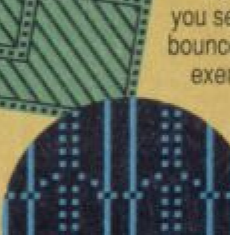
8. This is the next vulnerable monster. Can our heroes get there in time?

Er, no.



Hurrah! Billy's managed to get to screen 11! (What a ball!)





finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
95°	80°	95°

DIAGNOSIS

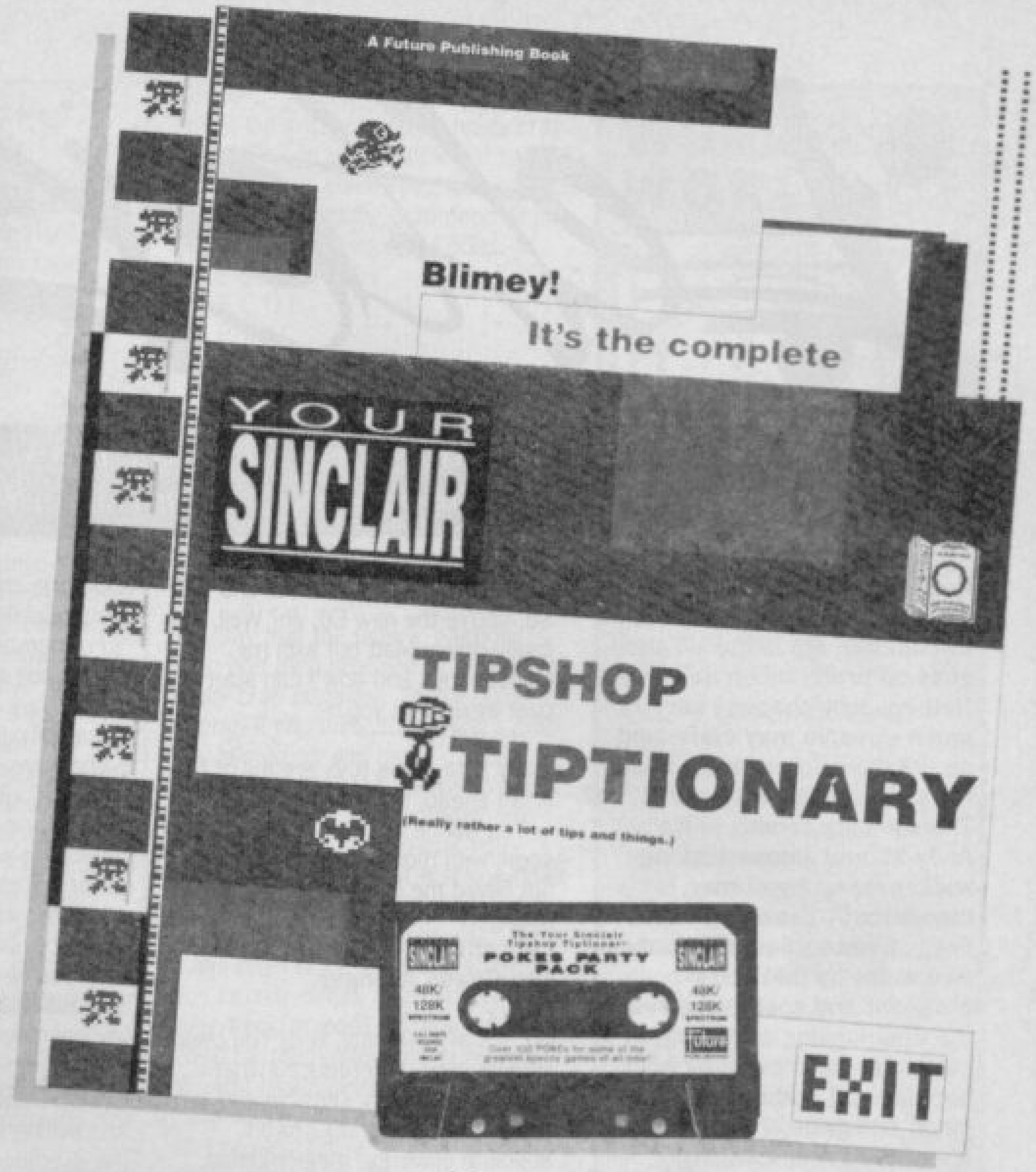
'Wicked' cutsie platform game that's more addictive than a very addictive thing.

INSTANT APPEAL 80°

80 60 40 20

94°

IT'S HUGE! IT'S HAPPENING! IT'S THE COMPLETE YS



TIPSHOP TIPTIONARY!!

So what's all this about a book then?
Well, it's simple! You readers have been our chums for quite some time now, and, although you're probably quite content simply receiving your copy of *YS* every month, we thought you deserved a little extra something. So we've written you a book!

Blimey! So just what's in this 'book'?
Tips, that's what. And more. What we've done is chosen some of our most favourite games ever, written a bit about them and then collected every single tip we could unearth for each one!

Okay. I want one.
Hang on a sec – there's more! We've also squeezed about 200 extremely practical POKEs into one program and popped it onto a cassette. It's stuck on the front and it's totally FREE.

I *want* one!
But wait! Budgie tips are included as well, there's a whole bunch of maps to guide you through the trickiest of games...

NOW!
... then *another* colossal POKE bit with 'nearly' 1,000(ish) Multifaces on hundreds of different games, and a guide to the history of Spectrum games, with top fives for the last six or seven years.

... Anything else? ... Or can I order my copy now?
Just a few jokes at the back.

Right! I'd better fill in the coupon then!
Perhaps you should.

Want one? I'd love one! Please send me The Complete *YS* Tipshop Tiptionary at the ridiculously generous price of £8.95. (Oh, and I've also added £1.45 to cover the cost of postage and packing.)

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Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW

Star Letter winners receive three free games! All letters win a YS badge!

Bouncy greetings to you all. As the spring rain pitter-patters on the window, life in the *YS* shed goes on pretty much as normal. Nothing ever changes very much - people may come and go yet things stay pretty much the same. Phew, wise words, eh? The soothing sounds of little Andy 'O' and James arguing wafts over to my corner, momentarily drowning out Frank Sinatra. Sal tells everyone who walks by that she's pregnant and spends the rest of the time looking at nothing in particular and dreaming of nappies and cotton buds. And Linda just grins in a corner. Yes, it's all pretty humdingingly groovy today. At least it was until I was reminded that today's the day I have to answer all your letters.

AHOY! EVIL PLAN AFOOT!

So, you're the new Ed, eh? Well, I've finally driven Matt out with my devious toys and now I can start all over again with you.

Ha! Ha! Ha!

My little Acme toys are full of fun! Go ahead, have a go!

You will be hearing from me again soon, with more surprises. You have not heard the last from The Caped Avenger!

Lots of love
The Caped Avenger

So, it's all your fault, is it? You mean little plonker. You reduced what used to be a fairly sensible and rather nice little chap into an absolute quivering meglomaniac. And I refuse to go the same way. Hear Ye! Let it be known throughout the land that I, Andy Ide, will keep a firm grip on my sanity when all about me are falling by the wayside of certifiability.

I remember your little toys – there's not a great variety of them is there? They all seem to involve tiny pieces of paper which go everywhere. But I'm not that bothered, I just give them to Linda to open cos she doesn't mind being covered in white paper – it reminds her of her childhood. She's kinda nutsy that way. Oh, and by telling me that I'll be hearing from you soon you've lost the all-important element of suprise that's so vital in any operation of this sort. **Ed.**

AWESOME

Just writing to say Turtles is okay.
The overhead view made me pew
But the platform scene was nothing short of mean.
April was in some kinda trouble
So I bashed Bebop's face, till he was a pile of rubble!
Next I went to save the dam,
Switchin' off the computer so it didn't go BAM!
A word of thanks from ma main man, Splinter,
When Shredder saw me, he was a 100 metre sprinter.
He went down wiv a couple of swipes,
Got back to England, I had 3 stripes.
The End

Lots of groovatistical greetings to all fellow rappers and *YS* readers. And thanks to MC Tunes for inspiring me. Fanks.

Steven Bell
Stanns, Nottingham

Fanks to you too, me old codger. Personally I prefer John Barnes to MC Tunes... "Catch me if you can, cos I'm the England man. 3 lions on

DOODLEBUGS



I had quite a selection to choose from this month, as the Doodlebug box was fairly brimming with goodies. It was a hard choice but I settled for the foulest ones I could find (well, they made me laugh). There's *Operation Wulf* by M TOWSE of Chinnon, Oxfordshire and *Nark* by ROBERT CHALLIS of Linton, Cambridge. What a couple of cheery chaps they must be, I don't think. Still, 3 free games should perk them up a bit.

If you think you've got what it takes to tickle an Ed, send your pics to Doodlebugs, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW.





STAR LETTER



ALL YOUR QUESTIONS ANSWERED

In reference to David Stockton's letter claiming his Trainspotter Award, he is wrong. You can be the mother of your Nan, let me explain. *(Please do. Ed)*

Queen Anne of England was known as 'Brandy Nan' (because she enjoyed the odd drink or 12), Nan being a derivative of Anne. Therefore, 'our Nan' (said with northern accent) could well be someone called Anne and not someone's Grandmother.

Incidentally, Robin Harrison should have taken his tape recorder into the shop and told the geezer to check the azimoth alignment on it, just to be sure.

Simon Collis
Leeds, North Yorkshire

Ah, the azimoth alignment! I know it well (ahem). I didn't mention it, just in case I confused anyone. Honest. But I'm glad that someone has at last been brave enough to say it. Now I can say it without fear. C'mon, let's all say it together. (The whole of the YS shed...) AZIMOTH ALIGNMENT!

I'm also very thankful for your 'Nan' explanation. What a clever chap you are, eh? Can I interest you in this job? Actually maybe I should hang on to it for a while. How about the coveted Star Letter spot instead? It's yours. **Ed.**

my chest, you know I can't go wrong. We're playing for England, En-ger-land."

Mmm. No doubt some strange-minded people will think your rap reflects badly on the current state of British youth and that 'thanks' isn't spelt with a 'f'. Probably the sort of people who tell you off for not speaking the Queen's English and think computer games are bad for you. (That is, people a few cans short of a 6-pack.) But I think it's very inventive so well done you! **Ed.**

MASTER, I'M ALL FULL OF HOLES!

I am going to ask you a couple of questions. *(Go on then. Ed)*
Question 1 – Has Linda ever heard of a comb before?
Question 2 – Do you think Linda would go out with my mate, Minge?
Question 3 – Could you tell Minge not to kick holes in me every time he loses a life and not to rip my *YS*'s up?

Geofhry The Chainsaw Wielding Snail, Dyfed, South Wales

I shall now deal with your questions, one at a time.
3. OI, MINGE! Stop kicking holes in Geofhry and violating his copies of YS!! Right, that's told him.
2. Is Minge tall and skinny with a big fringe, tight black jeans, pointed ankle boots and the new Hit Parade album? If he is, then I think she might. If he's not, it's no dice!
1. I asked her, she looked very bemused. Well, her chin did. I couldn't see the rest of her for her fringe. **Ed.**

CRAP

I think the letters' page is really crap so here's one of my ancient discoveries... Have you ever noticed how there's a really crap popstar in the months of the year? Look...

```
JASOND
UUECOE
LGPTVC
YUTOEE
  SEBMM
  TMEBB
  BREE
  ERR
  R
```

Jessica Davies
Maidenhead, Berkshire

You say that the letters' page is crap and then proceed to give us "a really crap popstar". You're doing it wrong. If you think something's crap you should try and make it better. Maybe you think things are so bad that it's not worth trying anymore. But I'm here to tell you that you should always try. If at first you don't succeed – go back and do it again. That's the YS shed philosophy. Well it has been since I've been editor cos I make James and Linda rewrite everything at least 10 times. It's good for them (snigger). Mind you, I thought that popstar in the calendar thing was quite amusing, in a crap sort of way. **Ed.**

WILKOMMEN, BIENVENU, WELCOME!

Dzien dobry,
In keeping with the slightly foreign flavour of *YS* lately I thought I'd greet you in Polish as I've some Polish relatives. (Hi there to Phil and Zosia, and also the Milczach family in Lublin.) I'd just like to say that, even as an Amiga owner, *YS* is the best computer mag.

Here's a list of my favourite things...

(Chop. Ed's scissors)

Na Zdrowie. (That's Polish for cheers.)

Neil Ashmore
Stockport, Cheshire

Hello! I thought I'd greet you in English as I've some English relatives. (Hi there to Grandma in East Kilbride and also the Bennett family in Gerrards Cross.) I'd just like to say that, despite being the editor of YS, I quite enjoy the odd packet of Quavers. I'm afraid your list was simply too long, so here's a list of my favourite Polish things... Kabanos, thick potato soup, the Pope, headscarves, Polish peppered vodka and, erm, that's about it actually. Thankyou for your support... (Why not buy Amiga Format? Publisher) Oi, gerroff, this is my letters' page. Ahem. **Ed.**

THE BELLY OF IT ALL

What a lot of changes you poor dears are going through! What with that lovely chap Matt Bielby going stark-raving, sheep-eating

WONDERFUL WORLD OF SPECCY



Kicking off with an obvious fake...

WHAT A GIVEAWAY!

I'm a fan of your mag for long time. Sadly I don't have the whole collection, because in my country people don't care about software. Mam says "it's bad for schoolwork". Well, I play games since I'm to *(Eh? Ed)*, till then I never have bad results. This country is Angola!! Country devastated by war. But war is not excuse for not having fun with your Speccy. Now I'm in Ireland so I can buy it.

Yuri Courenco
Dublin, Republic Of Ireland

Made-up name or what? No, matey boy, I don't believe you at all. Your biggest mistake was mentioning your 'mam'. Since when did Angolans call their mothers 'mam'? And then there's the mention of school – Angolan children don't go to school (well, not many of them). I know cos I've seen a programme about it. Nice try though. Shame you couldn't've sent the letter from Angola. **Ed.**

WRONG AGAIN!

So you think Ireland's backward? Well, you're wrong! We're very advanced (we even have electricity). We also have *Twin Peaks* and *Home And Away*, and are ahead of England in both of them. Do you want to know who gets killed in *Home & Away*?

Roy Madden
Limerick, Ireland

I hate to disappoint you but I don't think Ireland's backward at all. In fact I think It's a very cultured place, full of lovely people, trolls, fairies and Guiness. But (and here's the rub) I don't think you should be proud of having Home & Away and Twin Peaks before England. And I'm not the slightest bit interested in knowing who gets killed or who killed whom. Get you priorities right. **Ed.**

SMALL PRINT



Okay, negative 7 is here to save YS from the dreaded crap monster.
Ben '007' Friend, Biddestone, Wiltshire
Hurra... argh, oh no it's got James! You'd better hurry, negative 7. **Ed.**

I am tomato flavour.
Alan Smith, Buckie, Scotland
Really? I'm apple flavour – fruity and fragrant. **Ed.**

Take a goldstar and an extra sandwich, well done. A+.
S R Isaac, Baldock, Hertfordshire
Please, Miss, can I look after the hamster over the holidays as well? **Ed.**

Why oh why is it not green?
Davie 'E Stirling' Mitchell, Wallacestone, Scotland
It must have been all that snow. **Ed.**

Why can't I buy it in Czechoslovakia?
Rudolf Priecinsky, Bratislava, Czechoslovakia
Well, it's all very complicated, but it's something to do with the direction of air flow in the stratosphere. **Ed.**

loony, I wouldn't be suprised if you'd all suffered from some kind of emotional shock. And it's nice to see that after years of suppression the hippy has a chance to break free from the stereotypical bond and really express himself... But I'd like to say now that if *YS* becomes a flower-power exhibition wagon I won't buy it. But I must stress that it's your self-expression that's important, Andy.

Welcome to the belly of *YS*, you groovesack of hugs and delight!

Anon
West Hunsbury, Northampton

My self-expression? Pah! Fat chance, matey! I know there's no Matt to throw things at me anymore, but there's something far worse. There's 2 girls called Linda and Sally who are making the YS shed into more of a hippy wagon than I'd ever dream of doing. They planted the daffs, they bought the incense, they wanted tinkling bells, they... the list is endless. Ultimately, they've corrupted me. I was going to get my hair cut and they wouldn't let me make an appointment. Linda didn't like your poem very much either. She said it smacked of oppression. **Ed.**

A WISEMAN WRITES (LETTER 1)

I hate you. I love Matt. If you ever see Matt, show him this letter so he can see what a big fan of his I am.

C Wiseman
Faifley, Clydebank

Oh please, grow up. I showed Matt your letter and frankly he wasn't very pleased to have such a stupid fan. He thinks you might have taken things a bit too seriously. I tend to agree with him on that one. **Ed.**

A WISEMAN WRITES (LETTER 2)

I'm sorry if I sounded very insulting in my last letter. But the first time I ever read the letters' page I fell in love with Matt. Not in a soppy way like teenagers do, I just felt something for him. Stupid, huh?

C Wiseman
Faifley, Clydebank

Problem solved. This makes me feel a lot better and I must say I'm incredibly glad you fell for Matt and not me. I'd hate the responsibility. Linda wants to know what's wrong with teenage love. (Teenage high, won't lose it till the day I die! Linda) *But, you're right – it's stupid. And I'm not sorry for being insulting in my first answer either.* **Ed.**

A FLARE DENIAL

Yo! Swing your flares and trendy kipper tie with orange and brown circles on them! So how goes it, you peacefaring, cosmic reveller? At last someone who is as horrible to people as I am has emerged from the oblivious depths of the *YS* shed.

Philip George
Rushden, Northants

I do not wear flares, nor do I wear ties. My hippy-ness expresses itself in the pale blue aura which surrounds my body, not in my clothes.

And I'm certainly not as horrible as you. **Ed.**

TRAINSPOTTERS



ME AND MY SHADOW

I hereby claim a Trainspotter for a mistake in the February issue. In your review of *Shadow Dancer* you distinctly said that the main character is carrying 2 weapons. These 2 are shurikens and nunchukas. If this is so why, on the poster, did you portray him as having 2 pairs of nunchukas and 2 katana blades?

Also, in the same review, you said that the main character is wearing a ninja suit yet on the cover he is shown wearing bandages. As bandages are not the most commonly recognised attire for ninjas – I claim another. However, I understand that this is not directly your fault. But even so, it is still your job to decide what goes into the mag.

I strongly expect you to give me a load of rubbish about how the ninja belongs to a certain clan and how the weapons on his back are not katana blades but something in the background which just happen to line up with his shoulders. Still, it's up to you to decide whether or not I get a Trainspotter.

David Ash
Morden, Surrey

What a lucid and literate letter! Still, I'm a little upset that you take exception to the Shadow Dancer cover. We thought it was brilliant. By the way, have you ever heard of 'artistic licence'? Just in case you haven't, I'll explain. When we commission our covers we tell the artist what the game's basically about and then he comes up with an interpretation. Now the artist obviously doesn't want to be hampered by too many facts, they might block the artistic flow (as it were). So, for Shadow Dancer we phoned up the artist and told him what it was all about and he sent us a picture of a dog in a field with his master, the ninja, lying in the sun. That's when we thought that maybe artistic licence could be taken a little too far and put our feet down.

If we had said that the ninja carried something which was completely different to what he carried in the screenshots then you'd deserve a Trainspotter (or 2). As it is, you can have one.

Oh, and he isn't wearing bandages – it's a cream smock affair and a paper bag. **Ed.**

CONFUSED? YOU WILL BE

Please may I have a Trainspotter because in the Trainspotters in issue 63 you said that dsafg threyj has always been spelt a different way. But then you spelt it the same way as the wrong way! So please may I have a Trainspotter.

Anon

I think you're getting a mite confused here. What I said was, "dsafg threyj has always been spelt dsafg threyj". I didn't say anything at all about spelling it different ways. No way, José. You're a very confused young person – in fact you're so confused that you forgot to write down your name and address. A bit of a shame that really seeing as I'd already decided to give you a Trainspotter because you said please so nicely. **Ed.**

GIRLS, GIRLS, GIRLS!

I hereby claim a Trainspotter. The reason being that in issue 60 in your future shock of *SCI (Chase HQ 2)*, you said that Nancy still worked at Chase HQ. But she doesn't, it's Karen now.

Sam Brown
Alphington, Exeter

I don't know. You can't tell Stork from butter nowadays, these girls all look the same. Anyway, who cares whether it's Nancy or Karen? I bet they're both crap at giving directions. Girls always are. Are you the Sam Brown who sang Meet Me By The Kissing Gate? Didn't think so. **Ed.**

YOU LYING MUTT!

I've got you this time! In the month-by-month 'Smash Tips' feature you stated that *Alien Highway* appeared before *Highway Encounter*. This is simply not true. Admit it!

Richard Moffat
Pencuik, Midlothian

I don't know what you're talking about. **Ed.**

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

The Pico family are still in mourning. Bud was carried to the grave in a coffin he'd made himself mere weeks before his accident, perhaps precognitively sensing his imminent demise. As it was solemly borne aloft, the drizzle melted the coffin's glue joints and the pall-bearers were forced to sprint.

However, sensing a not-inconsiderable earner, Bud's cousin, Femto, has stepped into his shoes.

Femto is well over 7 feet tall, and weighs a healthy 26 stone. But he's always been a keen scientist, and is currently Professor of Extremely Advanced Science-Type Things at both Oxford and Cambridge. He's worked on the Space Shuttle and the C5, and is the world's authority on technical and scientific subjects.

So we're proud to present Femto Pico and his World of Science. Trouble with GCSE's? Femto has been there. Hassle with post-graduate research into sub-nuclear physics? He understands.

Let's hear from Femto himself...

Dear Readers
The amazing World of Science isn't that difficult, you know. But it's very precise, so when I started my research I decided to combat the complexity of it by adopting an imprecise attitude. This approach was initially criticised by my contemporaries, but their fears were quietened by the appearance of my 7ft bulk in their laboratories.

I proved, for example, that water molecules are highly magnetic. I also demonstrated that the Earth is indeed hollow, and smells strangely of aniseed inside.

As well as science I have my evening work at the exclusive Neon Tepee Club in Penge as a bouncer (where I earn real money), and I find mixing with the stars at the Club is very useful in furthering my scientific understanding. The Hollow Earth Hypothesis came from a chat I had whilst escorting Cyndi Lauper past some particularly violent paparazzi *one night, for example.*

So if you're baffled about binary fission or worried by warped space-time continuums, then write to me.

Send all your science-related queries to Femto Pico at the usual address.

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Commodore

THERE'S A LITTLE BIT OF COMMODORE IN ALL OF US



SKULL & C

Lubbock squirts and bilgy stench! Domark are about to release a slash-'em-up all about pirates!! We cut ANDY IDE's left hand off, stuck a hook in the stump and sent him away to have a quick pillage on the poopdeck...

The sea, eh? I blimming well hate the sea!! Back when I was a wee toddler my Dad used to be dead into sailing and made me go on the boat with him every weekend. He used to strap me up in a life-jacket, tie me to the cockpit railing, then sail us off round the Isle of Man – and get lost! Honest! I used to have to sit there for whole weekends, staring at a load of grey waves and getting a really itchy bum from the salty varnish of the seat! Eurch!

Of course, I wouldn't have hated it all if Dad had been a pirate. That would've been miles better. Then we could have knicked the kitchen parrot and gone off pillaging and growing really big warts on the ends of our noses. Of course this never happened (Dad was pretty keen on his chartered accountancy, and anyway bright blue skies and coconut trees are a bit thin on the 'surf' in the middle of the Irish sea) so I just had to sit and suffer. But even to this day I've always quietly wanted to be a bit of an 'all-sea rover'.

And look! What ship yonder bobs gently on the horizon, trumpeting a call for all to board her and have a rollicking good time? Why, 'tis *Skull And Crossbones*, Domark's latest Tengen coin-op licence! It's got treasure and sword-fights and horrible Medusa baddies that frazzle you up on the spot and, ooh, lots more besides. And it looks like it's going to be even more fun than booting Captain Birds-Eye off the end of the plank! Let's take a gander.



Eeeek! This looks like the horrible underground nasty from the last level (although it probably isn't!). He only ever pops out of the sand when you stop walking and stand still. So don't!

Shiver me timbers! So what's it about then?

Well, to put it simply, it's a horizontally/vertically-scrolling side-on view one- and 2-player slash-'em-up arcade conversion (pant). The basic lowdown is that you're one of 2 freebooting maties (One Eye and Red Dog – you get to choose which one you want to play at the start) who've had all their boo'iful booty rather impolitely nicked by a bloke called the Evil Wizard. (Not that it matters that they raped and pillaged their way through half a dozen Cunard luxury liners to get it in the first place of course, but then hell hath no fury like a hypocritical buccaneer!) Off they trot in hot pursuit then, swishing their swashbuckles and going "Ooo-aaarrrrrrgghhhh" rather a lot. Oh, and sword-fighting. They tend to spend quite a bit of time doing that as well. Which is exactly what makes *Skull & Crossbones* so fun and funky (among other things anyway)!

So how does this fighting work, then? Well, the controls are your usual Up, Down and Fire but with the rather natty addition of 2 Thrust and Backslash moves. You'll be twisting and twirling in no time! Most of the baddies don't actually bother to defend themselves that much (not that they're peasy to kill – they just don't have any swords!) but there are quite a few occasions

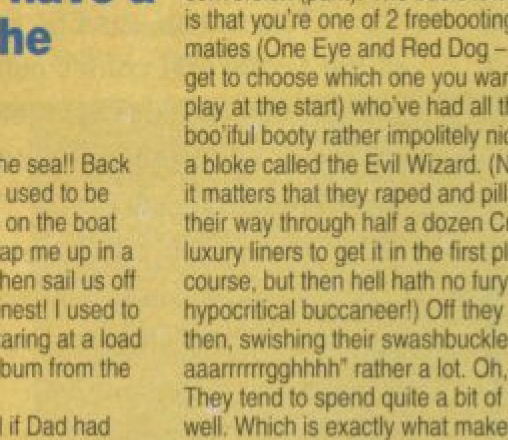


ISLAND HOPPING

A quick tourist guide to the levels.

Level 1

This is basically just an intro bit. Your booty's been snatched by the Evil Wizard and you've chased off after him. You spot his ship, jump aboard and demand your dosh back. He tells you to bog off and disappears in a puff of smoke. Simple really.



And here we are at the beginning of Level 4, about to step into The Garden Of More Than A Trillion Ninjas. Help!

Level 2

Here's your first land-based level, and it's set in a castle. Battle it out against soldiers, crossbow archers and a rather horrible executioner with an extremely large chopper! (Ho ho.)

Level 3

Back on-board ship, but this time you're fighting for proper. The sailors stay pretty well the same from now until the end of the game – they just get a lot harder to kill! Eek!

Level 4

Now this is the spookiest level of the lot – it's full of ninjas! (They must have really good agents this lot because they keep on popping up in everything these days!) Here they've cunningly disguised themselves as foreign students at a Martial Arts training school. Some fight with swords, others with their bare fists, but either way their teacher doesn't half get angry when you kill them all.

Level 5

Harder sailors (oo-er), different layout.

Level 6

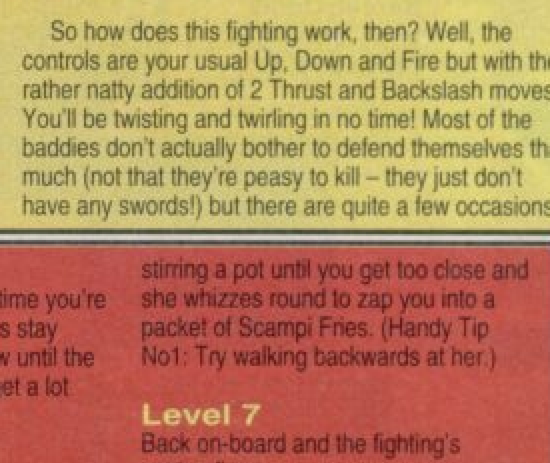
This is the 'Jason' level, so called because it's got lots of weirdo *Jason And The Argonauts* baddies in it. There are the 'harpies'(big bat things) that swoop down on you, a barrage of skeletons and a horrible Medusa lady at the end who just stands there stirring a pot until you get too close and she whizzes round to zap you into a packet of Scampi Fries. (Handy Tip No1: Try walking backwards at her.)

Level 7

Back on-board and the fighting's getting fierce.

Level 8

And finally, the Wizard's cave. After killing all the guardians from previous levels again, you eventually get to rub noses with big, bad Merl himself. He has an extremely irritating habit of disappearing and then reappearing in a completely different spot and there's also a mole-hill which trundles around and gurgitates a not-so-cute monster whenever it gets anywhere near your feet! Eurgh!



This could be any of the ship levels. The graphics are the same but the layout changes.

ROSSBONES



Here's the final level, with the Wiz darting about all over his cave. Note the difference in Health and Wealth levels, meaning that although my fighting's up to scratch I'm knackered!

when your blade-flicking really comes into play as we'll find out later on. Right, let's have a quick look at how the levels work.

Freebooting the bounty!

Basically there are 8 and they're split into 2 different types – one lot on land (2, 4, 6 and 8) and the other at sea (1, 3, 5 and 7). The idea behind this is that you go and battle it out on one island to reclaim loads of treasure from the Wiz (or his minions at least), then sail onto the next, jumping on-board totally unconnected ships inbetween and bashing the poop out of everybody on-deck (so to speak). Hurrah!

For a more detailed account of each level take a look at the box on the other page, but suffice to say they're bursting at the bilges with loads of smelly enemies who are trying to chop you up and feed you to the seagulls! Eek! And you'd better watch out for the big end-of-level baddies too – they're murder! On land, you've got to battle it out with the 'guardians' who protect the Wizard's bounty for him (but who then quickly, and rather spookily, change into the big boss himself when you kill them) and then once you're on the ships you've got to bash up the captains to rescue handfuls of distressed damsels. (Oh, and you'd better have that sword ready cos they're a dab-handed bunch when it comes to the old cut and thrust!)

And there's more!

The 2 types of level (ship and island) have their own different-serving pick-up objects that you can't get in the other one (if you get my 'drift'!). You see, on land when you're going round reclaiming all your treasure (everything from little gold goblets which appear when you walk through piles of bones to the fully-fledged stockpile of bounty at the end of the level) you aren't just getting richer – you're increasing your sword-fighting skill level as well! And on the ships it's the same kind of thing only now you're grabbing bits and pieces of food to stock up on your energy level instead (grapes, wine, that kind of thing). Neat, eh? (So it's obviously rather important to make sure you've got enough 'skill' – or 'Wealth' – to get through the ship



levels and plenty of energy – or 'Health' – to see you through a trip to the islands.)

Right, and that's it! Oh, hang on a sec, no it's not – I've forgotten about the grudge matches! These pop up at the beginning of the ship levels when you're playing in 'take-it-in-turns' 2-player mode, and they're pretty much all we've got left of the simultaneous gameplay option from the original arcade version. And they're really groovy! Basically, they're another excuse to brandish your sword again like a proper 'fencer' (ie not just doing lots of quick stabbing motions), only this time you've got to try and whip the botty off your partner and knick his share of the previous level's treasure! Crikey! (We bet Captain Pugwash never did that!)

And that really is it! We should be seeing the finished game next month, and I'll bet my last Barbary dooblon it's going to be an absolute stonker! Be sure to keep your eyepatch out for it now! Oooo-aarrgh!

JOLLY ROGERS

Except that they're not called Roger at all! The company which programmed *Skull And Crossbones* goes by the name of Walking Circles (they did *Snow Strike* and *APB* a while back) and the main bod in charge of the Speccy version was **Graham Stafford**. We took him on a nautical cruise of the *YS* Shed's garden pond to ask a few questions...

Good morning, Graham!

Good morning.

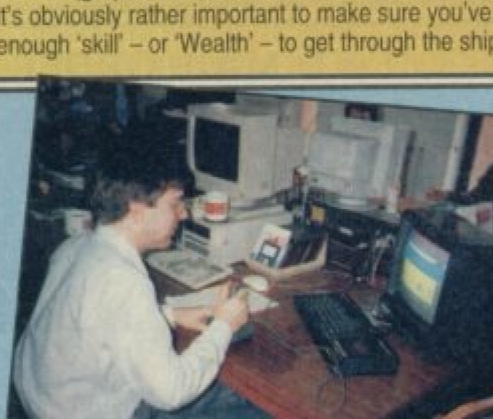
So how long have you been working on the game then?

Well, we got the arcade machine shipped over from the States at the beginning of September (for some spooky reason it never got released in this country) so that makes, er, about 7 months. I think.

And how hard was it to convert?

From a writing point of view there were no probs. The main hassle was not having enough size, but we managed it. Take the baddy graphics for example. At the beginning these were taking up about 36K but we worked it out so they'd get all squashed up and only take up 20. Neat, eh? So they only ever expand when they're actually being used on the screen. It's a bit of a shame we couldn't fit it into one big load for the 48K but at least it's going to be the same as the 128.

So how pleased are you with the finished thing then?



And here's Graham with his rubber-keyed chum.

Well chuffed! We used the arcade game's map data so the whole thing's worked out more or less exactly like the original, and the learning curve on it is really nice too – it's a hard game but we reckon it's pitched just right.

Brilliant. And before we leave is there anyone you'd like to say "hi" to?

*Oh, yeah. There's **David Fish** and **Adrian Page** who did the graphics and **Carlton Handley** and **David Beresford** who helped out with a bit with the code.*

And anyone else who knows you?

There isn't anybody else – I'm always working and never go outside!

(Blimey!)



Here we are on Level 2. Those bones on the ground are hidden treasure in disguise!

FAX BOX

Programmers	Walking Circles
Coding	Graham Stafford (plus Carlton Handley & David Beresford)
Graphics	David Fish & Adrian Page
Release Date	April
Price	£10.99 cass/£14.99 disk

YS MEGAPREVIEW

HINTS'N'TIPS

YS TIPSHOP



Greetings, mes petits madelaines! Spring is in the air (ah the smell of it) and there's a bounce in my step that wasn't there a couple of weeks ago. Walking to work has never been so exciting. The baby birds are cheeping and the crocuses are peeping – ooh, it's enough to make a young girl turn cartwheels!

Yes, I'm definitely getting into this spring lark. In fact, just as nature dons its new colours and coats then so do I – courtesy of a bottle of hair dye! Come the summer I'll be a fully-fledged bird of paradise, ready to fly to all manner of exotic locations. Or maybe even Scotland. But for the time being, daffodils are all I need to make me smile. (Along with a strawberry milkshake and some popcorn!)

But enough about me! Let's get down to business, and a very lovely business it is too. Once more the Tipshop sack bulges, so let's empty it out onto the floor, make a lot of mess and see what we've got...

She's got more tips up her sleeve than you could shake a dodgy daffodil at and she's already busy planning the *YS* shed summer picnic. Come in, LINDA BARKER!



FEUD

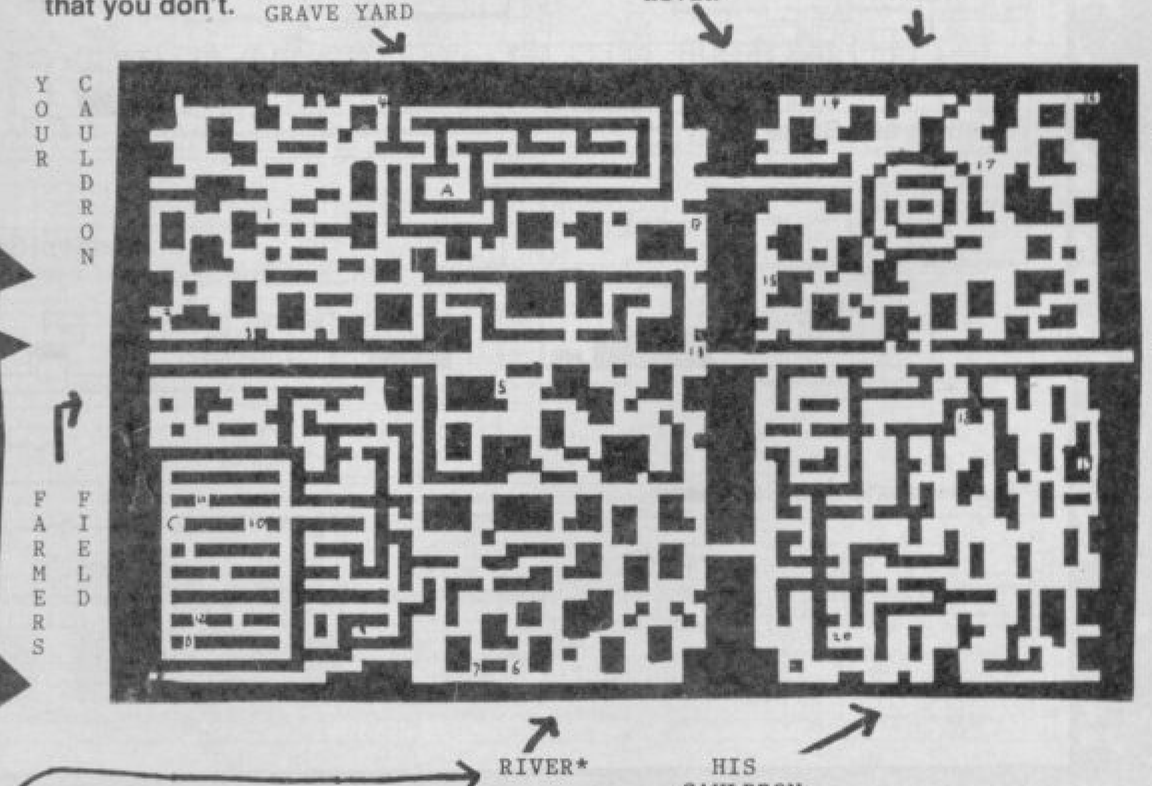
Some of the crumpled-up letters I've got here are so old they must have been mouldering away since the dawn of time (well, for a couple of months anyway). And here's one that certainly deserves a quick mention – it's a map and mini-solution for *Feud*. Unfortunately a sort of slimy blue wetness has eaten away the name and address of the kind tipster who sent it in, but, for argument's sake, let's call him Fred. And the lovely Fred has this advice...

First get all the numbered ingredients. Don't yet worry about the alphabetical ones. But make sure you get the ingredients in this order – Burdock, Bones, Dragonsteeth, Mad Sage, Ragwort, Speedwell, Balm, Mousetail, Feverfew, Chondrilla, Bind Weed, Snapdragon, Knapweed, Toadflax, Pierwort, Cud Weed, Devilsbit, Bog Weed, Dandelion, Hemlock.

Once you've done this, go back to the cauldron and mix the ingredients. Cast HEAL to cure any wounds. Find your brother using the compass, and if he attacks cast PROTECT and then FIREBALL. Keep following him and firing fireballs. When they run out cast FREEZE and then SPIRITS and then LIGHTNING. Keep firing that at him and he'll die.

Well, it's worthy of a badge, but where would it go? Hey-ho, at least it'll save on postage. (Sorry, Fred!)

And here's what it all looks like. The numbers are the ingredients you need and the alphabetical ones are the ones that you don't.



* river runs down from top to bottom and is the large long black rectangles

TIP O' THE MONTH

NARC

I've decided to split the big money up this month so 20 smackers will soon be wending their merry way to Graeme Robertson for this rather nifty *NARC* map. And since he's very kindly told us where and when all the baddies appear he thought it might also be rather handy to include a brief description of them. The tipsters of today, eh? They jolly well think of everything!

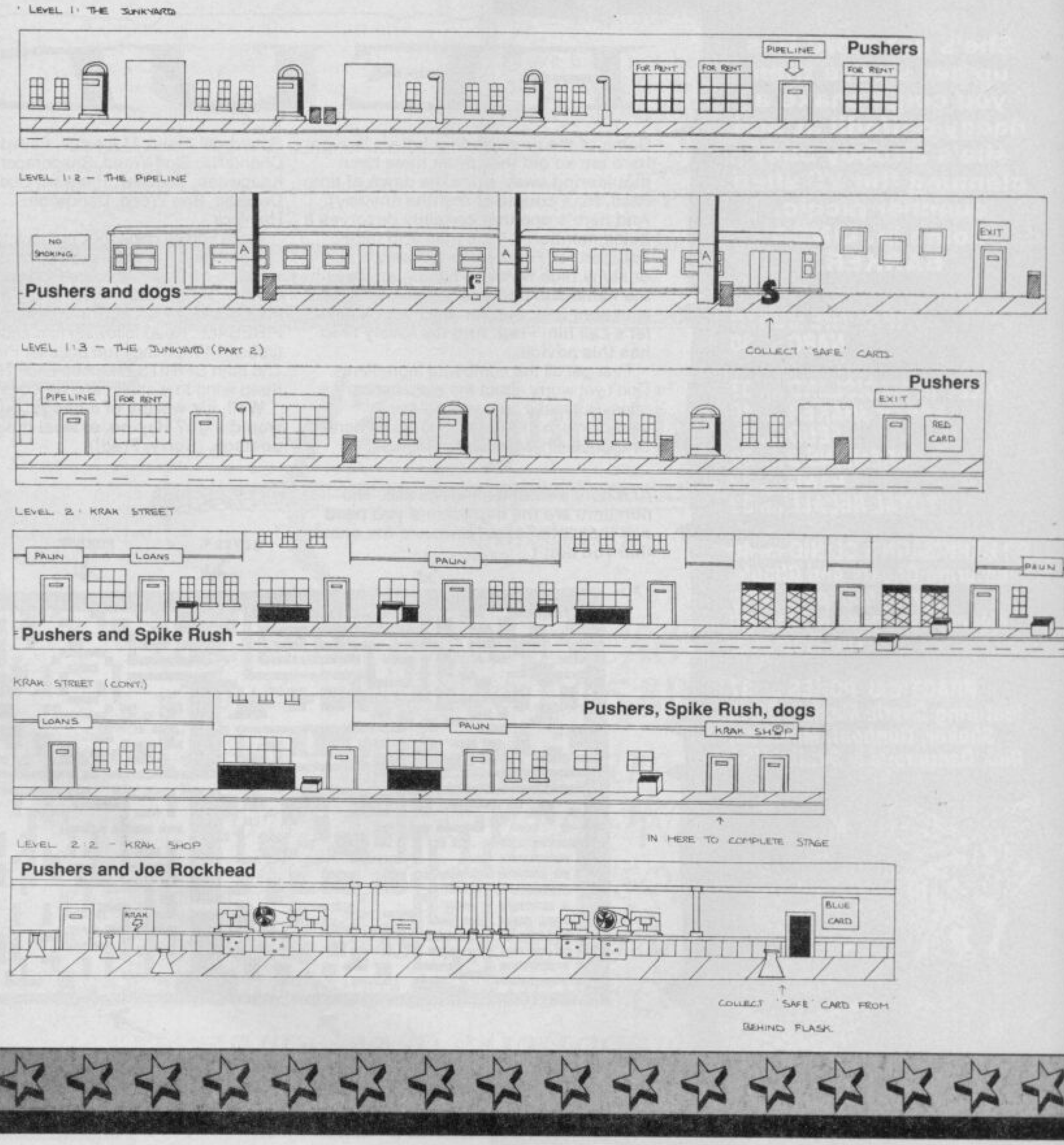
Joe Rockhead He's a nasty character who takes numerous shots to kill. He has a habit of throwing pieces of scenery towards you and beats you up if he gets close enough.

Pusher The most common type of crook. He follows you around the screen pausing only to shoot. Fairly easy to bust and so notch up a juicy bonus.

Kinky Pinky Armed with a knife. A formidable foe who has a nasty habit of grabbing 'young ladies' and running away with them! Blast him before he manages to reach them and 'protect' the girls by running into them and knocking up some bonus points.

Sky High Mr Big's resident Rambo. Continually firing his machine gun, he's best taken care of with a couple of bullets.

Spike Rush Throws drug-filled syringes which, if they hit you, will momentarily stun your character leaving him vulnerable for a couple of seconds. He can be busted but he's probably better off dead! (So much for ethics, eh?)



HQ Guards Dressed in smart white suits, they run around (often in groups) occasionally shooting at you. A well-placed missile deals with the larger groups. Others can be shot or busted.

Dogs Savage beasts that head straight for you and attack, knocking sizeable chunks off your energy. Crouch down and shoot and they'll scuttle off in the other direction.

Helicopters Swoop down firing machine guns. Jump up and shoot a missile whilst in mid-air to dispel this menace.

Mr Big Shoot to kill! Initially, he'll appear in a wheelchair. Use a missile to blast him away and then shoot the frail character who crawls away from the wreckage. Having done so you will enter his inner sanctum where he reappears. Loads of blasting is required to see him off. Oh, and watch out for the tongues he spits.

Graeme hasn't done a map of Level 3 because he says there's no scenery. (Laziness, I call it.) Still, what we do have is a bit of advice from Chris Reece...

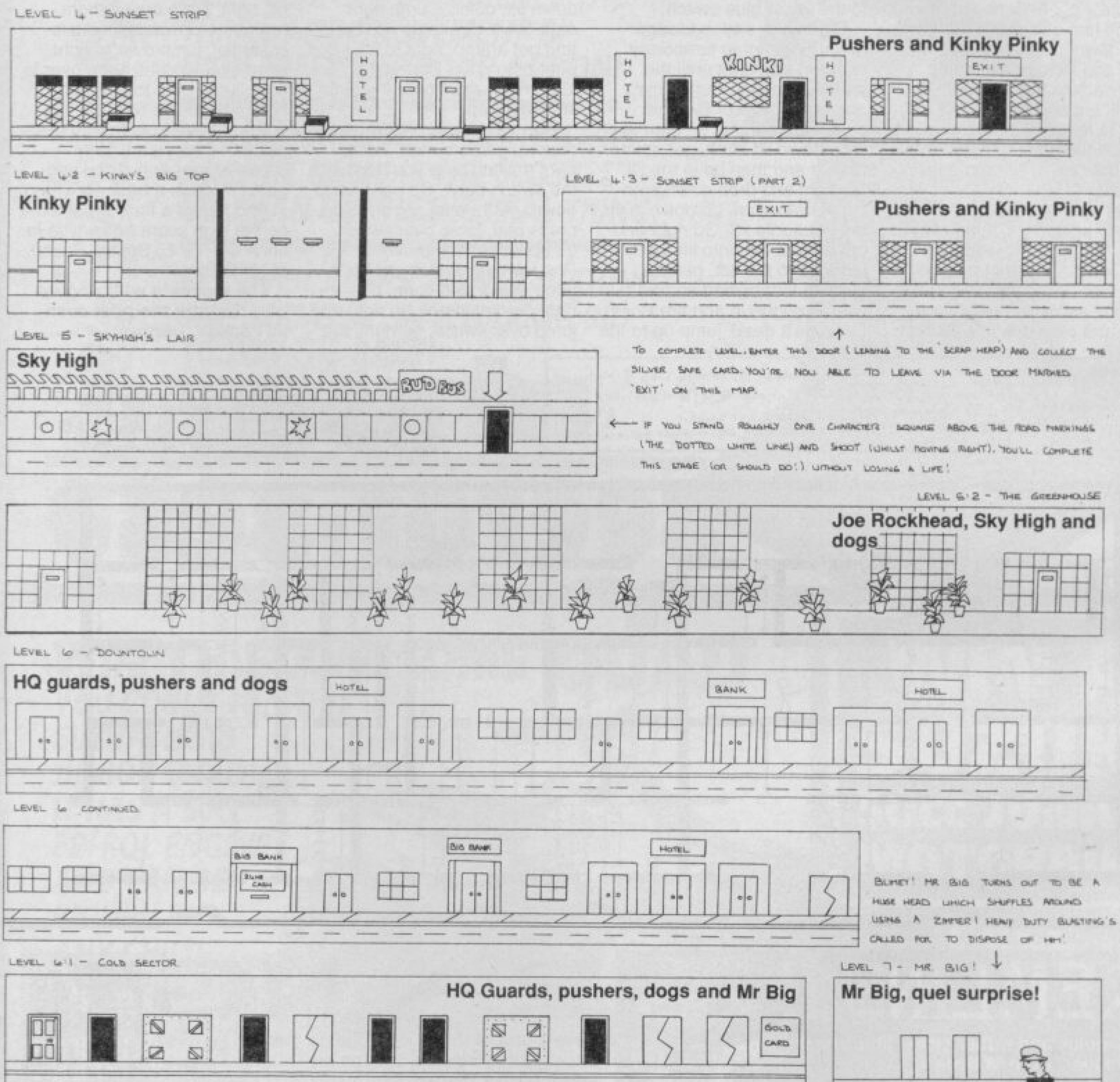
To get through the third level of *NARC* with amazing speed and without getting your head kicked in, do the following...

Reach the Porsche as quickly as possible. Jump in and slowly go to the bottom of the screen as far as you can. Then accelerate to top speed and remain at the base of the screen. This way you should avoid all obstacles and won't get wasted. When you reach the end of the level, slowly zig-zag up screen to the exit and pronto! You're on the next level.

Why, Chris, I do declare that's just dandy. Let me present you with a badge. And if the rest of you are still stuck then this winning cheatlette from Jon Prout should sort you out...

Define your keys as G R U T S (then anything for the remaining controls). Then choose your own controls and load up the game itself which will operate with infinite lives.

Hurrah! Now nobody need ever have any trubbs with *NARC* ever again! (Sort of.)



TOTAL RECALL

Danny Beach! What a lad, eh? You'll never guess what he's gone and done. He's mapped and tipped Level 1 of Ocean's *Total Recall*, that's what. As if that wasn't enough, he promises Level 3 soon. Good on ya, Danny, you old daffodil, you! Have 15 quid.

Shall I start? **(Be my guest.)** Okay, go right, punch, right, jump over liquid, jump over blue bridge, jump off bridge, right, flick switch, left, jump onto blue bridge, left and dodge beam, left and up on lift and quickly right (until you're off the lift platform).

Down and up before baddie shoots, right after first shot and punch him until dead. Go left and down in lift, jump over to right and flick switch. Jump over back to the left, jump over to left, left and get ammo. Jump over to left (making sure you've trod on the pad), jump over to left (over pad), left and punch baddie.

Get suitcase, go right, jump over to right, right, jump over to right, jump over to right until on lift. Go up and left (get icon), punch baddie, jump over to left, punch baddie, left onto lift, up, right and drop down, walk right over pad, left and back onto lift and up, right (over switch) and down (platform disappears), right over blue switch and pad and magenta switch, jump left over magenta switch (making sure you don't flick it back). Go left over pad and blue switch, jump onto blue blocks, left and over magenta switch, left and get ticket, right and over magenta switch, jump onto blue blocks, go left and drop down off blocks and over blue switch. Jump over to the right and over blue switch, go right over pad and turn around. Now left over blue switch, jump left and go upstairs, left until you get past beam and jump over to the left of blue switch.

Right over switch (dodge beam), right onto temporary platform and right until the baddie appears. Punch him and go twice over the pad, punch the baddie, go right and drop down lift shaft, get ammo. Go left and then up in the lift. Go right and drop down onto lift, activate gun, go down in lift, fire at baddie x3. Go right and get ammo, left onto lift, up, jump up to the left, get tool, turn left to face baddie and jump straight up and fire x2. Once he's dead, jump up to the platform. Now go right twice and fire at robot x6, go right over switch, down, right and down in lift. Jump to the left, go down in lift, jump over to right, face left and go down in lift.

You now get punched, but don't worry! Fire at or punch the baddie till he's dead, get icons, jump to the right and flick switch. Now go left and up in the lift. Jump left to lift, go up on lift, jump left to lift and go down. Now, right and down off lift, go right and shoot or punch baddie till dead. Walk left over pad, jump left to lift, quickly jump left onto other lift, jump left onto other lift, up on lift, get passport, quickly right and down lift, quickly jump right onto other lift and go up. Go left and get ammo, right to lift, jump right onto other lift and then jump right again onto the other lift and go up.

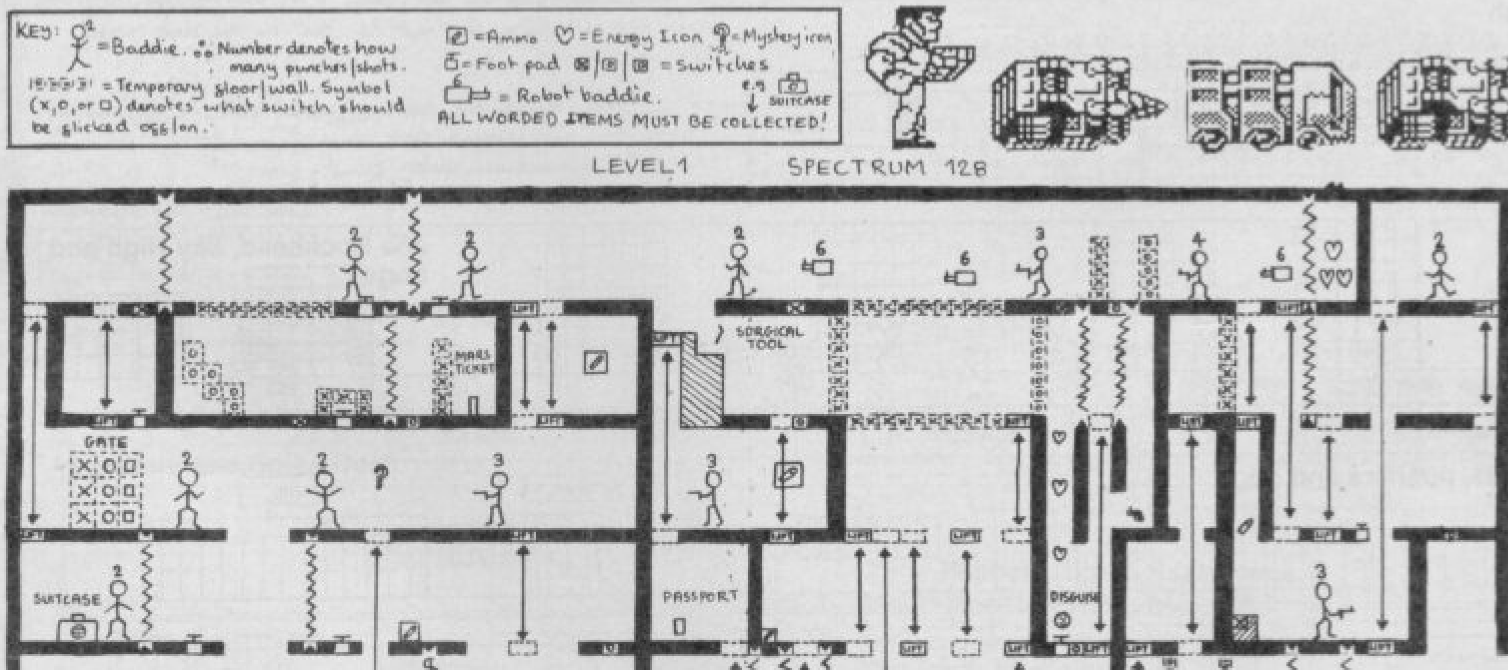
Run left across platform and click magenta switch. Jump right making sure you don't flick the switch back. Go right, jump down, get hearts, get disguise, press pad, jump over switch, go up lift and jump over to left. Run left over switch, up lift, jump over to left, jump over to right onto platform, go right and jump over switch, go right, fire at robot x6, right and fire at baddie x3, right and jump over switch, walk over blue switch, right and fire at baddie x4, right and fire at robot x6, right and jump over light shaft, right and down lift, right, right (over pad), jump over to right (over lift shaft), flick switch, go left twice and drop down.

Fire at baddie x3, left and flick switch, right, right, up in lift, right. Shoot or punch baddie x2, right, down in lift, left, jump over fire, left, jump over to left, left, down lift shaft to your left-hand side, right (press pad), left onto lift, up, jump over to left, left, down second lift shaft. Left and down lift, right, jump over to right, from here onwards timing is essential, jump over to right, jump over to right, jump over to right, jump over to right, go right and you've finished.

If you have trouble with this solution then your timing between pressing a pad and going through a beam is wrong.

And here's a final cheat too – on the high score table, type in I N A C T I V E, Space, Space, M I N D S.

The money's whizzing its way through the post even as I speak, Danny.



GREMLINS II



Here's a quick and rather sweet little cheat for *Gremlins 2* from M Small...

Type in SINATRA on the scoreboard and you get infinite lives.

Now, isn't that nice? (Shame there's no mention of Nancy or Frank though!)



PANG



Here's one of those little cheats that I'm so fond of (well, they're easy to type in!). It's for *Pang* and it's from Stuart Richards...

Press Pause twice in quick succession whilst playing to move to the next level and to get infinite lives.

Quite amazing. All you have to do is press a key and you can change the world! (Almost.) Have a badge, Stu.

REASONS TO BE C

Simply irresistible! Not one but tw

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YS MEGAGAME

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4 *Back To The Future 3*

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5 *Turtles*

YS MEGAGAME

One of the best-selling Speccy games of all time, *Teenage Mutant Hero Turtles* is a mega-colourful romp from Image Works, featuring Rafael, Donatello, Leonardo and, um, 'the other one'. The biggest smash of 1990!

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6 *Switchblade*

YS MEGAGAME

It's so big!! In fact, Gremlin's super-stonking underground arcade adventure is so humongous we just had to give it a Megagame! (That and the fact that it's also jolly addictive of course.)

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7 *Pang*

YS MEGAGAME

Argh! It's the attack of the killer balloons from hell! Ocean's cutsie blast-'em-up sees you zipping about all over the shop shooting a Fairy Liquid skyline of bubbles, bubbles and more bubbles. You'll be popping away for weeks!

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DIZZY IN MAGICLAND

YS HINTS 'N' TIPS · TIPSHOP



Edward Sykes has done the decent thing – not only has he finished off *Dizzy In Magicland* but he's also sent in a complete solution. Give that man a slap on the back! (And £15 in his pocket.)

Go right and get back door key. Right to Castle Back Door. Use key. Right and get handle. Up stairs and right to watch tower. Get power pill. Jump across clouds, climb to top of tree. Jump right to top of monolith. Get black cat. Jump right off monolith. You are at Wierdhenge. Right to swamp, kill ghosts with power pill. Drop power pill, get Dora Frog. Right and give black cat to Glenda. Go to well, use handle. Get bucket for later. Return to castle, give Dora Frog to Prince Charming. You have now rescued Dora!

Upstairs, jump across clouds , go up tree and get big stick. Climb to top of tree, jump onto monolith and jump right. Get dagger. Return to castle, go left to switch. Hit switch and cross water. Right to Trollbridge. Use dagger to cut goat's rope, use stick to hit goat and watch what happens!



Drop stick, return to castle picking up the poisoned apple on the way. Back across clouds to Bushy Grove. Use dagger to cut leaf. To well and get bucket if you've not got it yet. Right across swamp, give leaf and poisoned apple to Glenda. Across swamp and get 'drink me' potion. Right again, fill bucket with hot water. Left as far as you can to the Ice Palace entrance. Use hot water on Denzil. You have now rescued Denzil!



Get stereo. Return to castle, get gold cross from chapel. Jump out of watch-tower window and go right. Give stereo to Bard. Get magic pipes. Return to Ice Palace. To crypt, descend into deepest dungeon. Drop cross. Walk through stairs, get burning torch. Through secret door to find Daisy. Give her the 'drink me' potion. You have now rescued Daisy!

Left, get cross, go to good witch Glenda's isle. Use burning torch. Get weedkiller, take it to Dylan and use it. You have now rescued Dylan!

Take magic pipes down well. Use pipes, go left. Get sticky stuff. Left and get lamp. To sword in stone, get Excalibur. Return to Ice Palace, jump through false wall in main wall, climb Zak's tower. Jump left, go down, jump through mirror. Walk into Queen, go left to rescue Grand Dizzy. You have now rescued Grandy Dizzy! To Sleepy Hollow, drop ancient lamp on stairs. To castle, get lightning rod. Return to Sleepy Hollow, drop lightning rod on Dozy. Stand over lamp, use duster. Genie will appear and zap Dozy. You have now rescued Dozy and the rest of your friends!

Destroy Zaks before leaving Magicland. Go to dormant volcano. You should find that the volcano is active. Jump across volcano and go down. Here is Hades. Take trident off him and kill Zaks with it. Stand over Zaks and drop trident. He's dead! Take ring to Hades, give him the 30 diamonds. You can now join your friends.

That's pretty much the biz. Cheers, Edward!

Mind you, it's not all wrapped up yet – there are all those diamonds to pick up of course. Most of them are fairly obvious but there are 3 that you've got to rummage about a bit to find, so to help you with them, here's Brian Gillbanks. Take it away, G.

The hidden diamonds are lurking...

- ❄ Behind the railing above Dylan.
- ❄ Behind the railing above Dozy.
- ❄ Behind the railing above the stone that you use the ring on.

Right then – that's that sewn up. Thankyou, boysies!

PRACTICAL POKES

It's cheating time and here's JOHN NORTH to POKE you in the right direction!

WHAT TO DO

I don't usually do this, but I thought I'd just refresh your memory. So here's how to POKE...

Tap in the listing exactly as printed. SAVE it onto a blank tape/disk if you want it again. RUN it then play the game tape in from the start (the listing will load it for you automatically). When loaded it'll start with the cheats installed. If you see a line of DATA or a POKE followed by a REM statement, delete the line if you don't want the effect it has – but NEVER delete a line marked "End Marker".

Right, that's that sorted then. Now, we can get down to the serious stuff.

I nearly drowned this month. Drowned in a swamp of *Turtle* cheats – loads of you sent them in! Unfortunately, JD printed them all a couple of months back, so I'll have to print what was left.

MADMAN OF WAKEFIELD

No, there's not a game called that, just a bloke whose name is **Andy Ryals**. This month, Andy's done *Gunboat*, *Mindtrap* and *Earth Shaker*. That's another badge to go with the thousands he's already got.

```
10 REM GUNBOAT BY ANDY RYALS
20 LOAD ""CODE: LOAD ""CODE
30 POKE 42915,0: REM INFY
ENERGY
40 RANDOMIZE USR 24576
```

```
10 REM MINDTRAP BY ANDY RYALS
20 LOAD ""SCREEN$: LOAD ""CODE
30 POKE 37840,255: POKE
30226,255: REM 65025 TIME AND
MOVE UNITS
40 INK USR 36E3
```

```
10 REM EARTHSHAKER BY ANDY
RYALS
20 LOAD ""CODE
30 POKE 35344,0: POKE 37464,0:
REM INFY LIVES
40 RANDOMIZE USR 35616
```

ANOTHER BLEEPLOAD CRACK!

Yes, folks, Richard Swann has just lost the monopoly on new Bleepload POKEs – amongst the stuff this month, **Gerard Sweeney** and **Matt Lynch** from Lanarkshire in Scotland have cracked *Rick Dangerous* (phooee!). Let it roll...

```
10 REM CASTLE MASTER BY
GERARD SWEENEY AND MATT
LYNCH
20 CLEAR 32767
30 LOAD ""CODE 65088
40 POKE 65294,195: POKE 65295,44:
POKE 65296,101
50 LET A=25900
60 READ B: IF B=999 THEN
RANDOMIZE USR 65088
70 POKE A,B: LET A=A+1: GO TO 60
80 DATA 175,50,63,193, 50,64,205,
221, 33,0,64
90 DATA 17,0,27,195,85,254
```

```
10 REM SKATIN' USA BY GERARD
SWEENEY AND MATT LYNCH
20 POKE 23658,8: POKE 23607,145
30 FOR F=5E4 TO 50011
40 READ A: POKE F,A: NEXT F
50 DATA 33,53,96,17, 0,64, 1,0,24,
237, 176,201
60 POKE 23693,
70: POKE 23624,770 CLEAR 24628:
INK 7 80 POKE 23739,82: POKE
23740,0
90 LOAD ""CODE: RANDOMIZE USR
5E4
100 POKE 50008,27: LOAD ""CODE
110 RANDOMIZE USR 5E4
120 LOAD ""CODE
130 POKE 55475,X: REM X=ENERGY
(1-255)
140 POKE 55493,X: REM X=AMMO
(1-255)
150 LOAD ""
```

```
10 REM RICK DANGEROUS BY
GERARD SWEENEY AND MATT
LYNCH
20 LOAD ""CODE: LET A=52380
30 READ B: IF B=999 THEN
RANDOMIZE USR 52380
40 POKE A,B: LET A=A+1: GO TO 30
50 DATA
62,205,50,84,205,33,170,204,34
60 DATA 85,205,195,0,205,50,21,255
70 DATA
35,126,43,254,27,200,62,50,50
80 DATA 84,205,33,21,255,34,85, 205
,62, 195,50
90 DATA
58,93,33,204,204,34,59,93,195
100 DATA
0,93,50,107,92,33,221,204,17, 187,93
110 DATA
1,18,0,237,176,195,61,93,175 120
DATA 50,244,227: REM INFY LIVES
130 DATA 50,75,250: REM INFY
BULLETS 140 DATA 50,166,250: REM
INFY DYNAMITE
150 DATA 195,77,171,999: REM END
MARKER
```

I'LL BE SEEING YOU

That was good, wasn't it? Gerard Sweeney and Matt Lynch made their debuts last month, but they're this month's Hackers of the Month, due to the volume of stuff they sent in. If you reckon you could top it (or even if you don't), send your stuff to me, Jon North, at PP, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. See you in the scrolly.

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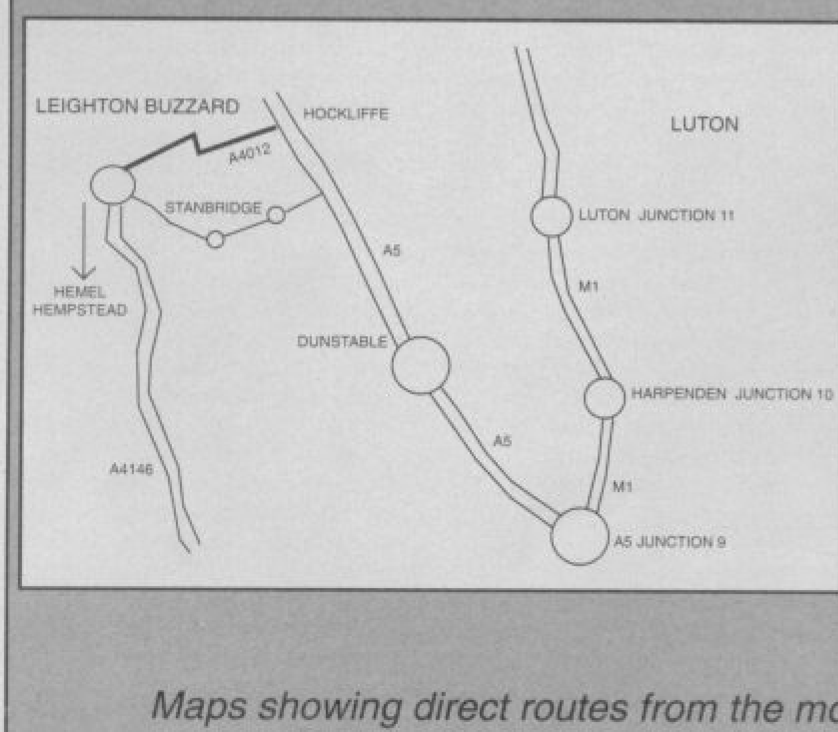
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HOW TO FIND US......





Maps showing direct routes from the motorway and A5



Got a gamesnag? Get a specialist!

A nice chunky Clinic this month, so packed has been the Berkmann postbag. Fol de rol, and chocks away! *(Get on with it. Ed)*

NAVY MOVES

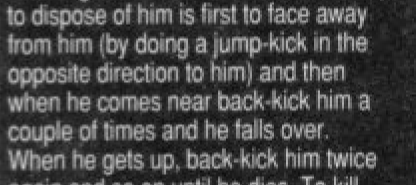
Yes, it's access code time again, and this month it's poor old Ken Green who's got tired of the first part of the game but can't get through to the second. (Don't blame you, Ken – always hated the game myself.) And the answer? 63723, in short, and thanks to everyone who wrote in. One name out of the hat for a badge? Oh, all right. (Shuffle, shuffle.) And the winner is... **Gerard Sweeney**!

RENEGADE

William Gibson couldn't kill the Level 2 boss in this hoary old ripsnorter, but happily others could. Including our old chum **Mike Walpole**, in fact.

"Yes, I'd like to thank Will for actually giving me a problem I can answer at last. Anyway, first you should know that the boss will not appear on the scene until there are about 4 gang members left to kill, and it's best to kill all of them before you have a go at the boss. The easiest way to dispose of him is first to face away from him (by doing a jump-kick in the opposite direction to him) and then when he comes near back-kick him a couple of times and he falls over. When he gets up, back-kick him twice again and so on until he dies. To kill him quicker, kneel on him and punch his head in after he's fallen down a couple of times, or 'persuade' him to fall off the building by getting him near the edge and either punching then jump-kicking him or by back-kicking him twice. Once you've killed him a few times you'll find him easy to dispose of."

And so I should hope. And remember, William, don't try any of this out on members of your local police force...

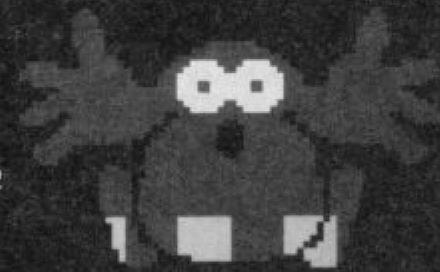


THROUGH THE TRAP DOOR

Don Priestly's back, with yet another budget rerelease bearing his monicker, and one Daz Ellis was the poor snagster who came a cropper on this most difficult and challenging of games. "How do you get the key?" he whimpered. **Jamie McConnell** knew...

"Well, Daz, first you must send Drutt to the screen with the key in it and lure the bat there to the right of the screen. Make sure Drutt is at the front of the screen, already jumping (press Back key). Then jump to the left and back under the key. Jump for the key before the bat comes back. Take control of Berk *(No relation. Dr B)*, and go and take the key from Drutt (if he's zapped with the key, send Drutt to push it to safety). Take control of Berk and go down the pit. Take control of Drutt and jump over the pit. Jump up to the yellow bit of the arch, then left, then up to release the sweet. Hold down Right while falling. Push sweet into pit. Take control of Berk, pick up the sweet, eat it (press Back key), go to the middle of the screen and fly up/right with the key. Try to go through the door (it will change colour when open). Pick up Drutt and walk through the door to Section 2!"

Yowsah yowsah and, indeed, yowsah. Throw another patient on the fire, please, nurse.



GHOSTS AND GHOULS

Remember Craig MC? Neither does he, probably. It's been such a long time since he wrote in with his particularly knotty gamesnag. "What do you do after killing the fly at the end of Level 5?" he asked. "Put the kettle on" was my instant response, but it seems that **Jamie McConnell** knew this one too.

"After killing the fly you are sent back to the pit filled with skulls. Climb the ladder and jump off it to the right. Walk right, killing the troll, until you reach another ladder. Then keep on walking, past the ladder, until you fall off. (Don't worry, you'll land on a hidden platform.) Now keep on walking right until you see loads of little platforms. From here travel upwards jumping from ledge to ledge and eventually you'll meet the Princess. Voilà!"

Or as we Frenchmen say, "Phwoaarrr!!!" Thanks also to **Lawrence Pycock** for his contributions.

MARSPORT

Regular Clinicians will know that it was but a matter of time before **Richard Swann** reared his ugly bonce (complete with Brian May haircut), and here indeed he is, with a solution to S Hardy's coupla *Marsport* probs back in ish 62. How to get to the Plant Room?

"I think we'll go from the start for this one. First, go to Level Elis-G and get a gun permit. Use this to get the gun on Level Daly-D. Now hotfoot it for Level Joly-H and get the gauze. Go to Level Daly-G and get the charcoal. Find a Factor unit (there's one in Level Daly-F) and bung the gauze and charcoal together to make a gas mask. Now go to Level Iaxa-C and go into the Danger Room. Provided you have the gas mask, you won't die. Leave the gas mask in the Danger Room's locker. Go out of the Danger Room into Level Iaxa-A, enter the ice cream room and get the ice pack. Go to Level Gill-C and use the ice pack to open the door to the Hot House. Go inside the Hot House and get the geranium. Use the geranium to get into the Plant Room on Level Joly-H!

"Now you're one step closer to getting into the Boiler Room – but just don't ask me how it's done. Does anyone know?"

As for S's other q – "How do you get into the Chemists?" – just get the boots from Level Joly-C and you'll have no problem.

GYRON

A real oldie now, and a gamesnag that I included in "Haylp!" because I suspected it may never get solved. (Bit of a challenge, y'see.) But breaking all records, **R Swann** has done it again. Michael Trolan it was who was solidly glued, having completed Atrium and mapped Necropolis. What should he do next? "Go to the 12th zone (in the centre of the Necropolis map)," suggests the Swann, "and find the sundisc (it looks like the coin with a face on it from the loading screen). Walk into the sundisc, and you'll be transported to the Place of Wisdom and you'll complete the game!" All of which would have rendered you eligible to win a Porsche 924 – if only you'd completed the game 5 years ago. Makes you weep, doesn't it?

HAYLP!

These desperate men need your assistance. Put that away, Binns, and pay attention.

Rhys Hughes: "Is there a cheat mode to *Golden Axe*, and if so, what is it?"

Kieran McGettrick: "In *Lords Of Chaos* what happens when you eat an apple or a mushroom? I've eaten them lots of times but never noticed any difference."

Nick Jenkin: "In *Top Cat*, in the alley section, how do you get the bone for the dog? Do you have to get the people in a certain order?"

Colin Watson: "How do I get the rubber duck in *Herbert's Dummy Run*? It's driving me totally and utterly hatstand!"

So remember, if you're being driven hatstand, trouserpress or suspender belt by a notably knotty gamesnag – or you can help out your fellow snagsters in distress – drop a line to Dr B's Clinic, *YS*, 30 Monmouth Street, Bath BA1 2BW. Badges and games galore for the deeply fortunate...

EARTHSHAKER

That *Earth Shaker*, eh? "What a beaut game" were our first words when we clapped eyes on it. And you obviously thought so too cos half of your letters turned out to be exactly the same! Yes, quite a few of you have been so kind as to send me the passwords for all 32 levels. With such a lot of help I had to resort to pulling a name out of a hat. So, the badge in question goes to Darrell Smith and here are the codes...

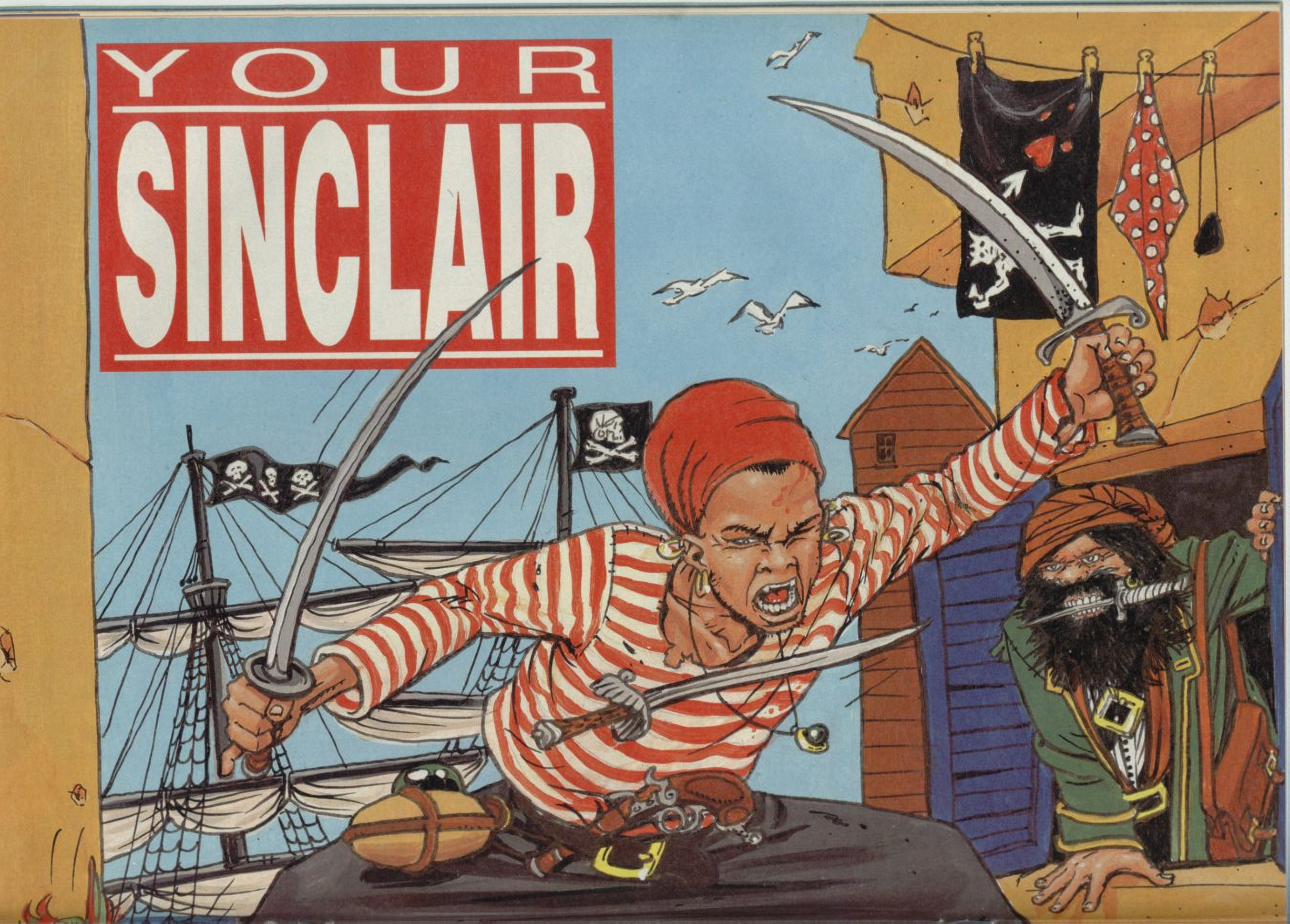
1 ROOM FOR IMPROVEMENT
2 THE BUBBLE BATH
3 THE GRAVITY CHAMBER
4 HEAD IN THE CLOUDS
5 HUSH TOED ICELAND
6 DIAMONDS OF MINE
7 THE TWO OF HEARTS
8 CENTRAL INCINERATOR
9 INTERNAL REACTOR INC
10 NUCLEAR ORE CAVERNS
11 GRAVITATION SHELLS
12 THE OIL WELLS
13 WET HELL SOIL
14 THE GRAVLOCK CELL
15 HONEYCOMBS
16 HAIR BRAINED SURGERY
17 BURY DRAINAGE HIRERS
18 SPACEBASE WASTEPIPES
19 THE SNARE
20 RUSE NO DOUBT
21 OUTER BOUNDS
22 SPRING LODED
23 ALARM CLOCK WORKS
24 FOG RISE WATERFALL
25 GREAT WALLS OF FIRE
26 CHINA CANAL
27 THE COMBINATION LOCK
28 YOUR SAFE WITH ME
29 YE FIT WARM HOUSE
30 THE KEEP
31 FOR GOODNESS SAKE
32 NO DEVIL LIVED ON

Now you can stop phoning up and asking for the password to Level 23, or whatever. So, thanks to Darrell and everyone else too.

GROOVE ON

It looks like I've come to the end of it all. The Tipshop mailbag once more yawns up at me – a great, gaping hole of emptiness. There's nothing left for me to do but give you these words of advice – groove on till you can groove no more. And if you've had enough of grooving why not send me a few tips at the usual address. That's Linda Barker, *YS* Tipshop, 30 Monmouth Street, Bath BA1 2BW. (Oh, and if you do send in any maps then make sure they're in black ink and you write your instructions in clear, block capitals.) And, er, that's it. See you next month!


GO WILD!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
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HOW TO HACK

Silence, please! Will you kindly take your seats as JON NORTH is about to step up onto the podium and answer the question on every hacker's lips. Whatever *did* happen to Speedlock 4?

PLEASE NOTE This series of articles is intended to help you obtain maximum enjoyment from your computer. It is not here to help you unlawfully copy software. Remember it's a criminal offence to copy or attempt to copy software without written permission from the publisher! (So don't do it!)

This should have gone in a while back, but ended up in the bin instead. Sorry! It's the start of the Speedlock series where identification starts getting difficult. All these Speedlocks look the same when loading, and you only find out what version you're doing when you start getting into it. The original releases of *Firefly*, *Rastan*, *Gutz*, *Star Paws*, *Arkanoid 2* and *Target Renegade* had Speedlock 4 on them (although rereleases may differ). First off, *Load and *List as usual.

```
ARKANOIDII LINE 0 LEN 3452
0 RANDOMIZE USR ((PEEK 23635+256*PEEK
23636)+59)
62241X COPY u GO SUB VAL CODE OPEN ...
```

The basic loader has only one Basic command, a simple RANDOMIZE USR command. The whole of the rest of the basic is taken up by decrypters, and a few hundred bytes for the loader itself. The USR command starts running code from 5D06.

```
5D06 DI
5D07 LD HL,5800
5D0A LD DE,5801
5D0D LD BC,03FF
5D10 LD (HL),L
5D11 LDIR
5D13 XOR A
5D14 OUT (FE),A
5D16 LD HL,(5C53)
5D19 LD DE,005C
5D1C ADD HL,DE
5D1D LD BC,0D1F
5D20 LD DE,F1C9
5D23 PUSH DE
5D24 LDIR
5D26 RET
```

Firstly, this disables interrupts (the DI at 5D06) which stops R getting corrupted. 5D07-5D12 makes the screen black, 5D13-5D15 makes the border black, then HL is set to the start of Basic, has 5C added to it (so it points to the start of Speedlock), and is moved to F1C9, then RET'd to. It RETs to F1C9...

```
F1C9 LD A,2B
F1CB LD R,A
F1CD LD DE,F1CF
F1D0 LD HL,F1D0
F1D3 LD BC,0064
F1D6 LDDR
F1D8 LD BC,0CFA
F1DB LD SP,FEE6
F1DE POP DE
F1DF LD A,R
F1E1 XOR D
F1E2 LD D,A
F1E3 PUSH DE
F1E4 DEC BC
F1E5 LD A,C
F1E6 DEC SP
F1E7 OR B
F1E8 JP NZ,F1DE
F1EB JP F1EE
```

F1C9-F1CC sets R to 2B, so make sure you keep track of R at all times. Move F1C9-F1EA to somewhere convenient, change the F1DE to the address of the POP DE in this new copy, and on the end stick a LD A,R: breakpoint. Now you can execute it. The value returned in A is 2 more than the value of R (the LD A,R instruction itself increments R by 2) so subtract 2 from it. Now add 1 to it, because we are not going to be executing the JP F1EE at F1EB, because the decrypter at F1EE is going to be moved somewhere convenient and executed from there.

```
F1EE LD DE,0CE9
F1F1 LD HL,F1FF
F1F4 DEC (HL)
F1F5 DEC DE
F1F6 LD A,D
F1F7 INC HL
F1F8 OR E
F1F9 JP NZ,F1F4
F1FC JP F1FF
```

You crack this in a similar way to the way you cracked the last decrypter, by moving F1EE-F1FB to somewhere convenient and ending with LD A,R: breakpoint. However, you will need to put in the value of R from the end of the last decrypter, which is 36 hex, so start it with LD A,37: LD R,A and execute it (I added 1 to it because we are not executing the JP F1EE). Afterwards, R will be 31, which is actually 2F after you subtract the 2 from it.

By now you should have noticed that there are 5 different types of decrypter, with one thing in common. The last instruction executed by them is a JP. We can use this fact to write a very compact hack for the game.

THE CPIR COMMAND

We are going to use this command in our hack to find that C3 at the end of the decrypter. You use it as follows:

```
LD HL,first byte to search
LD BC,amount of bytes to search
LD A,number to search for
CPIR
```

Afterwards, a JP Z will JP if the byte is found, and HL points to the address AFTER the address of the required number.

THE *ARAKNOID 2* HACK

How does this work? Firstly, it loads the Basic loader to where it would be after it has been moved to the top of memory. Then it checks for the LDDR command, and goes past the start of each decrypter to the actual loop itself, the reason being that we are going to look for a C3 (code for the JP command), which could be a part of one of those numbers. Having found one, by using the CPIR command explained above, it changes the address it JPs to so that control is returned to our routine, rather than the next decrypter. Then it does exactly the same thing over and over, until it doesn't find a C3, in which case it's finished and we can patch the loading system in the usual way.

Note that once a C3 is found, it goes back 3 bytes to look for a JP Z. One of the different types JPs to the new decrypter by saying "if finished, JP to the next one" rather than "finish this one then JP".

```
ORG 50000 ;anything safe over
32768
**LDBAS** LD IX,#F1C9-#5C ;so that
Speedlock ends up in the right place
LD DE,3452 ;basic length from *Load
LD A,#FF*SCF
CALL #556 ;standard headerless load
JR NC,LDBAS ;repeat until basic
loaded properly
DI ;so that R doesn't get corrupted
**DCRLP** LD HL,#F1CD ;address of
first actual decrypter
LD BC,10
ADD HL,BC ;HL is now the address of the 10th byte
of the decrypter
LD A,(HL) ;A=PEEK HL
CP #B8 ;does (HL)=B8, ie is it a LDDR?
JR Z,ISLDR ;go forward if it is
SBC HL,BC ;otherwise go back to the start
**ISLDR** ADD HL,BC ;add another 10 bytes so that
we are in the loop itself
LD A,#C3 ;we want to search for a C3
LD BC,50 ;only search 50 bytes
CPIR ;find the byte
JR NZ,DONE ;if not found, we must have finished
the decryption
DEC HL ;HL points to the address of the C3
LD C,3
SBC HL,BC ;go back 3 bytes
LD A,(HL) ;A=PEEK HL
CP #CA ;is it a CA, ie a JP Z?
JR Z,ISJPZ ;go forward if it is
ADD HL,BC ;otherwise go to the JP instead
**ISJPZ** INC HL ;HL is now the first byte to patch
LD E,(HL) ;take the lsb of next decrypter
LD (HL),BACK&255 ;patch in the lsb of "back"
INC HL ;HL is now the next byte to patch
LD D,(HL) ;DE is now the address of the next
decrypter
LD (HL),BACK&#FF00/256 ;patch in the msb of
"back"
**LDGME** LD HL,(DCRLP+1) ;HL is now the start
of the current decrypter
LD (DCRLP+1),DE ;store the address of the next
decrypter
**KEEPR** LD A,2A ;2A=Initial value of R-1
LD R,A
JP (HL) ;do the decrypter. This instruction
increments R by one so it will be 2B at F1CD
**BACK** LD A,R ;come back here after decrypting.
A=new value of R
SUB 3 ;SUB 2 for the LD A,R and 1 for the JP (HL)
RES 7,A ;bit 7 of R is always either set or reset, in
this case it is reset
LD (KEEPR+1),A ;store R for the next decrypter
JR DCRLP ;now do it all again for the next decrypter
**DONE** LD HL,POKES ;come here when all
decrypting is done
LD DE,#5BA0 ;a safe place
LD BC,END-POKES ;BC=length of pokes
LD (#FE16),DE ;standard Speedlock patch
LDIR ;copy the pokes to 5BA0
XOR A
LD (#FBB8),A ;stops blanking out the new copy of
the pokes
JR LDGME ;start loading the game. (DCRLP+1) is
the start of the loader
**POKES** EQU $ ;bung your infy lives pokes here
JP #FEC2 ;the original value of (FE16)
s**END** EQU $
```

CAN I HELP YOU?

Next month I'll be answering some of your letters, so send any queries and half-baked theories to me, Jon North, at How To Hack, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW.

YS ADVE



You don't get something for nothing in this day and age, says **Max Turner** of Chiswick, so, in exchange for asking me a few questions, he generously sends the following tips for anyone struggling with *Balrog And The Cat*. In the cottage, ECIWT TEPRAC EHT LLOR, and you need to both HCRAES and EVOM the cabinet. You need to OTNI HCAER the tree stump, and use what you get to NEPO ESIRP the trapdoor in the cottage. While in the forest just type HCNARB TEG and use it to KCOR EHT REVEL. When the rat steals your sandwich, TAR WOLLOF. On the ledge, DAERB DNA NIOC EKAT, then to go up, KCOR NO DNATS. What to do with the egg? TI HSAMS. What to do in the toilet? Well, just what you'd do in any toilet – SLLAW ENIMAXE. What does the boy want? SPIT EHT. Before you enter the race you need to HCAORKCOC NIART twice. To get the donkey to move YEKNOD EDIR. And for fun, try typing JOHN, ZENOBI or TEKCIW, but rude words get you nowhere. Thankyou, Xam.

Now an epistle from **C Pope** of no address given, asking for help on the *Colour Of Magic*. Now with this game you really need to get a solution sheet, as it's one of those adventures where things may or may not happen according to what you've done or not done along the way, so it isn't easy to simply tell you how to do things. So if C Pope of wherever you live who was struggling in this game can write in again with an SAE I'll send him (or her) a help sheet. The same goes for **CP Hamlett** of Chester, who asked about *Sherlock*, another adventure for which you really need to see a full help sheet.

Someone whose name escapes me (come back, name!) recently asked me for a list of all the help sheets I've got, cos in the early days, when there were only a handful, I'd occasionally print a list in the mag of what I had. Now though, I've got at least a hundred, and I ain't listing all those no matter how much anyone grovels. So just write in with your questions and your SAE and if I've got a help sheet I'll send you one, otherwise I'll try to answer your questions, and if I can't do that... er, well, I might know a man who can. Or a woman.

Carl Hilsdon of 84 Drummond Walk, Melton Mowbray, Leics LE13 1JF wants help on a game that isn't even an adventure, the rapscallion. The game's *System 15000*, so if anyone can tell Carl how to sort out the Midminster Bank code, please write to him at the above address.

AJ Smith of Scarborough pleads for help on *Book Of The Dead*, so all I can say to AJ is buy the March '91 issue of *YS* and see the full solution there.

Kieran Griffin of sunny Streatham asks about that cracker of a game, *Crack City*, like how to escape from the Blood Chamber in Benson's Bar. A reasonable request. It's a bit long though, as the bishop said when describing his mitre, so I'll print it forwards. In the bar where you should buy food regularly, you SIT AT TABLE after you COVER HAND while wearing the shirt and the wrist dart, but make sure you've done a RAM SAVE. Then in the Blood Chamber shoot the dart at the crossbow to kill the madman, examine the cabinet to find a panel and remove the panel to find a grappling hook. Stop it grappling, then examine the cage to find a wire, which you can safely get as you've covered your hand... remember?

Anyone who was at last autumn's *Adventure Probe* Convention ought to be trembling in their boots, as Tom 'Mine's A Large One' Frost has just finished writing his adventure game based (very loosely) on the day's events. It's called *The Lost Dragon*, and includes a few mentions of yours truly, even though I was in Siberia at the time. (Now that's what you call a good excuse.) The game will be out on Tom's own Tartan Software label as soon as the playtesters have finished removing any unflattering references to themselves. Tom also tells me that there'll be a free adventure on the other side of the tape, a copy of the first-ever game that he wrote. Apparently it only ever sold 3 copies, so now he's reduced to giving the thing away.

The date for this year's convention has also just been set, and it's 26th October. It'll be held in Birmingham again, and a phrase book will be provided for those who don't speak the language. The exact venue hasn't been finalised but if you want to attend you'll have to read *Adventure Probe* (6 Lloyd St, Llandudno, Gwynedd LL30 2YP) cos only subscribers are allowed in.

Great news for adventure lovers who like a bargain, which must include everybody. The ever-enterprising Gordon Inglis has set up the first Spectrum adventure PD library. Gadzooks! PD isn't a big part of the Speccy scene, so for those who don't know I'll explain that PD stands for public domain. Generous authors agree to put their games into the public domain so that they can be made freely available via libraries, with you just paying the duplication costs and the authors not getting a penny for their efforts. Wow, now is that generous or not?

Gordon's library has been started with titles like *Behind Closed Doors 1* and *2*, and *Legacy For Alric*, all originally published by Zenobi. Then there are a couple of old Interceptor titles, *The Shrewsbury Key* and *The Zacaron Mystery*, which ain't half bad, mum. There's *Solaris* and *Micro Drivin'* donated by Softel, Pelagon's *The Crystals Of Chantie*, and 2 games from Mike Young, *Noah* and *The Plagues Of Egypt*.

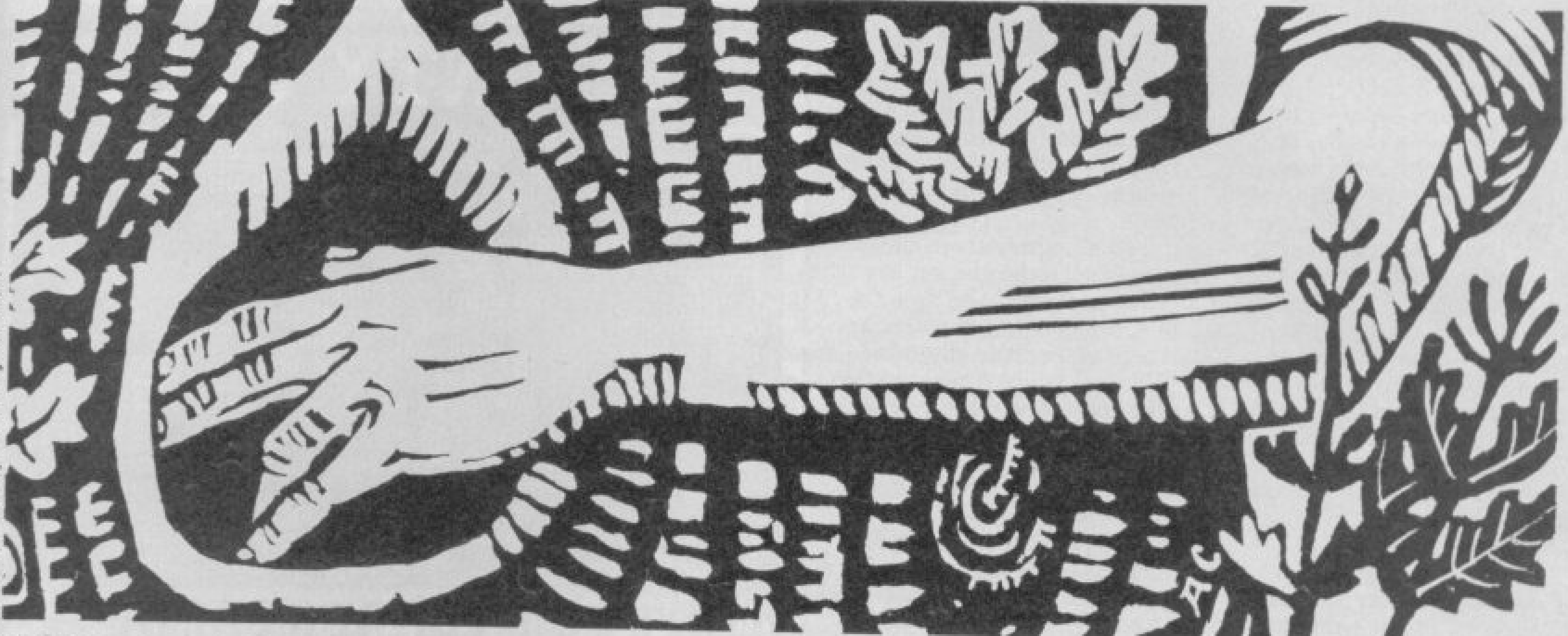
And the price? You won't believe it, but I'll tell you anyway... it's just 99p per tape, plus a 17p stamp for postage. Don't expect fancy packaging though, will you? The PD is also a good way of making your own games available to the general public, if you can't find a software house to publish them and you don't want the hassle yourself... or you're just feeling generous, Jim lad. Gordon Inglis has the games, and the details, at 11 West Mayfield, Edinburgh EH9 1TF.

Kieran also asks what information Dwight wants. Right, well he wants the name from the office, the password

NTURES

by MIKE GERRARD





Illustrations by Anthony Colbert

Wanna run a chip shop? If so apply to Dave Ledbury, ZAT *Magazine*, PO Box 488, Tweedale, Telford, Shropshire TF7 4SU. Dave isn't cashing in his chips, he's looking for 2 new writers for the magazine, both to be technically-minded (which rules me out), to work on the chip-shop section, one for the Spectrum and one for the SAM. You need to be able to provide POKEs and game tips, adventure and arcade.

Dave also says that any adventure writers out there who want to see their games reviewed, send them along to him and he'll see to it that they get a good going-over. And if you think that fanzines like *ZAT* don't have much influence, well... erstwhile *YS* ed Matt Bielby was interviewed in their Nov/Dec issue, and shortly afterwards got promoted! I shall say no more. If you don't want the job but just a copy of the mag, send 80p plus a first or second class stamp to the above address. A mere 20p + stamp gets you a small sample issue, while £5.50 gets you 6 bi-monthly issues... and you don't even need to send the stamps!

and the figurine. And in *Behind Closed Doors 2*, what use is the broom-handle? You need to tie the dagger to it with the laces, then use it to cut the string.

Calling Linda Wright, calling Linda Wright... you should hear what they're calling Linda Wright! In fact they're calling her one of their favourite Speccy adventure authors. **Ben Searle** of Northumberland says he's loving every minute of *Cloud 99* on the *Best Of The Indies* tape, and says that Linda should definitely 'Wright' another adventure. (This is what passes for a joke in Northumberland, where they're a bit behind the times.) But Ben's stuck, and wants to know where he can get some money to get his anorak washed (the filthy trainspotter). Okay, well you get some coins by swopping dollars at the bank. Wot, no dollars? See the tourist! He tells you what he wants so all you have to do is find it (MOOR GNIVIL NI ELBAT ENIMAXE).

Barry Durrans wants a Speccy adventure pen-pal, and despite his plea in the January issue he ain't heard from nobody. What a shower. Barry's prepared to lower his standards and will settle for a pencil pal, if that's any help. The address is 195 Warrington Road, Whiston, Liverpool L35 5AF. The ony person he heard from was Tim Kemp, who sent him a free copy of issue 3 of *From Beyond*, Tim's Spectrum adventure fanzine. Barry said he was so impressed he sent for issues 1, 2, 4 and 5 straight away, and adds "it's one of the best fanzines around, and tell everyone who reads *YS* to buy it, they don't know that they're missing. Can you also say hello to Jim Magee and especially Vicki Green, because I never gave her a mention when you printed my letter last time and she got very mad and called me a [CENSORED]." How unladylike of her.

Also pleading for a mention is **Paul The Cat** of Lowestoft, who says he was writing an adventure with Ian Goodfellow but hasn't heard from him in a long yonk. Could Ian be so good as to contact Paul and let him know what's happening? Blimey, what do they all think this is – the school noticeboard?

Finally, I can't help but notice that **Rich Pelley**, who lives a few pages away from me, is pleading with his female readers to send him their naughty girlie underwear for his collection. How pathetic. I mean, I get sent stuff like that all the time, and I don't even have to ask for it. In fact I'm even wearing a pair of frilly white panties right now to get in an adventurous mood. That Pelley chappie must be a right perv.

Last month I told you Paul Cardin had extended the compo deadline on his game *Captain Kook* to 30th June, but now the blighter's gone and changed his mind again. What a rotter. The £50 prize has been won by Terry Taylor of Bacup in wonderful Lancashire, which proves where all the best brains come from. Terry's the author of that excellent game, *Labours Of Hercules*, available on the *Best Of The Indies 1* tape, so I wonder if he'll now repay me the 50 quid he's probably forgotten that he owes me for giving him a good review... oops, what a giveaway! To celebrate the winning of the prize, Paul's done the decent thing and cut the price of *Captain Kook* to £2.99. It's available from him at 3 Lonsdale Villas, Wallasey, Merseyside L45 4PG. And a cracking game it is too, if you remember my review a few months back.

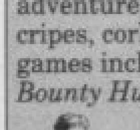
COLOSSAL COUPON CORNER

SAVE ZILLIONS WIV ZENOBI!

If you're wondering why I keep featuring Zenobi Software in the megapopular Coupon Corner, the answer's simple – they keep coming up with money-off offers exclusive to *YS* readers, so what do you want me to do, refuse 'em? Course not. But if any other software companies want to drop their prices and make millions of *YS* readers happy, just drop me a line first.

So what's Zenobi come up with zis month? More offers than ever before, oodles of them, some old, some new. Zenobi boss **John Wilson** says that when *Best Of The Indies 2* went on the market, there were a lot more orders for the original package. So what they've done is make it available again at the even lower price of only £3.49... and that's for 6 adventures, don't forget! Great games like *Cloud 99* and *Labours Of Hercules* at less than 60p each – how does he do it? (More to the point, why does he do it??)

And there's more! You've also got another chance to pick up the second *Indies* compilation, which is still available at the special *YS* price of only £3.99. That's the one with 6 adventures on it, and so since some of them are multipart that tallies up to 10 sections of adventures all in all. Caramba, cripes, corks and crikey! The games include *Diablo*, *The Bounty Hunter*, *Hermitage* and *Crack City*. Ye Gods, if you just got those titles you'd still only be



paying a quid each, and there are 2 more games on the tape as well. Blumming 'eck.



And if that weren't enough, Zenobi's trying to do me out of more royalties on my own adventure, by knocking 50p off the price of the wondrous *One Of Our Wombats Is Missing*. Yep, this is the legendary game that I wrote, just to see if I could do it, and I have to make it available more cheaply to my cuddlesome *YS* readers, don't I? So that's still on offer at £1.99 instead of the regular price of £2.49.

And alongside these oldies there's got to be at least one brand new offer, and there is. In fact there's... you won't believe it... 10 of the little blighters! Blimey O'Reilly. These are for +3 owners, and mean you can virtually have free adventures as you're paying little more than the cost of a blank disk. For only £2.99 including postage you can have the disk versions of these games, some of them past *YS* Megagames – *The Miser*, *Pendant Of Logryn*, *Jekyll And Hyde*, *The Stalker*, *The Case Of The Beheaded Smuggler*, *Crack City*, *Agatha's Folly*, *The Jade Stone*, *Pawns Of War* plus *Infiltrator*, and *The Menagerie* plus *Bog Of Brit*. There's only one title per disk, apart from the last 2 double-deals, and the *YS* price is a saving of between 50p and £1 on their current retail prices.

Blimey... this lot's going to need a blimming big coupon! (And here it is!)

TO: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

FROM:

Name ....

Address ....

....

....

I enclose my cheque/postal order for the trivial amount of £ .... for the following Spectrum adventures at the exclusive *YS* prices (tick boxes) ...

Tapes

☐ *Best Of The Indies 1*	3.49
☐ *Best Of The Indies 2*	3.99
☐ *One Of Our Wombats Is Missing*	1.99
☐ *Agatha's Folly*	2.99
☐ *The Jade Stone*	2.99
☐ *Pawns Of War / Infiltrator*	2.99
☐ *The Menagerie / Bog Of Brit*	2.99
☐ *Case Of The Beheaded Smuggler*	2.99

Disks

☐ *The Miser*	2.99
☐ *Pendant Of Logryn*	2.99
☐ *Jekyll And Hyde*	2.99
☐ *The Stalker*	2.99
☐ *Crack City*	2.99

(Adventuring Spec-chums who live elsewhere in the world other than good old Blighty should add £1 per order for the extra stamps we'll have to slap onto their parcels.)

DEAD WRONG



In the March issue I printed a solution to *Book Of The Dead*, which I said was by **John Barnsley**. Whoops. It was actually by **Allan Phillips**. Soon after that issue came out I had a letter from Allan asking me to check the solution to *Book* that he sent in to me several years ago. I promptly flicked through my files and found it and, lo and behold, it was exactly the same as what I'd printed, even down to all the incidental remarks. The only reason I used the one alleged to have come from John was that it was already on disk and I could transfer it into the adventure pages without retyping the whole shebang.

So all I can say is – shame on you, John, for taking someone else's solution and calling it your own. By that token I could take credit for every bit of help printed in the adventure pages, but I believe in giving credit where it's due. In this case, all of you who found that solution useful should give your thanks to Allan Phillips, Tardekin Inn, 70 Campbell Drive, Gunthorpe, Peterborough, Cambs PE4 6ZL.

BOUNTY CLUES



One of the games causing probs on the latest *Best Of The Indies* tape is River Software's *The Bounty Hunter*. This is hardly surprising – the game's got about 6 billion locations and options by the oodle. Here are just a few useful snippets of info.

First of all – don't panic! The only time you can die is if you try to leave a location when a Viroid is present. You can also finish the game provided you haven't used up all your Pacs.

Here are some of the main coordinates for you to beam yourself about a bit and find a few things to do...

	N/S	E/W
Moonholm	04	22
Arratholm	14	48
Bodholm	13	35
Warholm	20	22
Oromes Monolith	22	02
7 Stone Springs	27	35
Gosgate Hall	08	14
Sheyel Harbour	30	30
Soljer Ford	19	28
Swanfleet Works	10	31
Storm Steps	02	43
Targ Hellholes	10	01

THE KEY TO SHREWSBURY



Let me present you with the key to Shrewsbury. Well, okay, the key to *The Shrewsbury Key*. This old Interceptor title has just been put into the public domain thanks to the enterprising Gordon Inglis and his new Speccy adventure PD library (see separate news story), so I'm anticipating loads of letters about it. A-ha, but to head you off at the pass here's a solution to cut out 'n' keep. I found it mouldering in my files, thanks to **Allan Phillips** who sent it in to me ages ago, around the same time he sent in his *Book Of The Dead* solution which you've no doubt just read about at the top of the page. So, what to do in Shrewsbury...

N-SE-EXAMINE FENCE-THROUGH HOLE-OPEN DOOR-CLIMB IN-SIT-WAIT-OUT-GET CARD-NW-EXAMINE BIN-GET SNEAKER-NE-GET BOOK-READ BOOK-DROP BOOK-W-W-NE-EXAMINE WALL (PILOT)-SW-NW-W-NW-STOP CAR-S-IN-GIVE SNEAKER-GET TROWEL-OUT-N-N-NW-S-W-BREAK IN-E-GET RECORD-IN-W-W-N-PLAY RECORD (E-S-E-E-E)

S-E-OUT-E-N-SE-S-SE-IN (POLICE NOW FOLLOWING)-OUT-GET PAPER-E-IN-UP-SWING-EXAMINE BED-GET SHEET-SWING-PULL ROPE-GET ROPE-DOWN-OUT-S-SW-S-USE ROPE-SE-GET PENCIL-DROP ROPE-NW-N-NW-EXAMINE FILE-USE PENCIL-DROP PENCIL (PAPER NOW HAS PLAN OF RAFT)-SE-NE-OPEN BOX-EXAMINE BOX- GET CORD-GET SAW-SW-S-SE- SE-E-NE-USE CARD-USE PILOT-GET NOTE (£50!)

SW-W-SW-BUY WHEEL BARROW-W-BUY LOGS-E-NE-E-N-NE-N-NW-SW-S-SE-MAKE SOMETHING (NOW ON CANAL IN RAFT-USE SHEET-GET EXPRESS CARD-SW-S-W-S-E-S-EXAMINE TRAIN (SAYS WHITECHURCH)-IN-N-OPEN DOOR-IN-EXAMINE RACK-GET STICK-OUT-N-OPEN WINDOW-N-OPEN DOOR (WHEN GUARD COMES)-USE EXPRESS CARD-N-(WAIT TILL TRAIN STOPS AT WHITE CHURCH)-OPEN DOOR-OUT

SE-S-S-SE-SW-SW-S-E-NE-GIVE STICK (MAN GIVES YOU KEY)-NE-N-SE-SW-E-S-DIG (AND YOU FIND THE CHEST)

The end message tells you that you dig and hit a heavy chest, and then it saves a file with your name in and sort of gives you a 'certificate'. (I wonder if Allan's still got his?)

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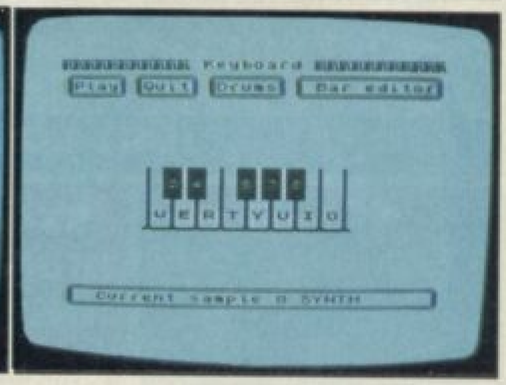
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GORDELLO'S DEMISE



You may have thought Gordello had been well and truly demised at the end of Tartan Software's last adventure, *The Gordello Incident*, but it doesn't do to jump the gun, or even the haggis. Programmer **Tom Frost** always seems to have a trick or two up his kilt, and it now turns out that Part 3 of the first *Gordello* was all a dream and you have to do the whole thing over again. McRats! *Gordello's Demise* takes place in the same set of locations as you had in Part 3, and with the same problems and a similar cast of characters... but the solutions are now different. Well, some of them are (just to keep you guessing).

But what, you ask, if I haven't seen *The Gordello Incident*? Fear not, oh trembling ones, as it doesn't matter too much. Obviously you get more fun out of it if you've played it and enjoyed it once already, but you can still start this one from scratch and just treat it as a brand-new game. When you load up *Demise* you get 3 options – a) if you've solved the previous game, b) if you've played it but not solved it, and c) if you haven't played it at all. These all give you different intros to the game, and the third option allows you to actually play the third part of *The Gordello Incident* first if you wish, as the program is generously included on the tape, along with a solution to it if you get really stuck.

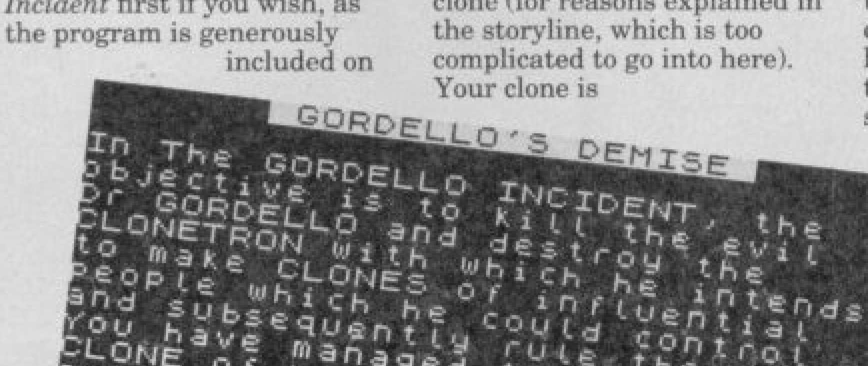
Assuming you go straight into *Demise*, it takes as long to load as it does to make a cup of coffee and raid the biscuit tin (I test these things thoroughly). Then you see the by-now familiar split-crotch... oops, sorry, split-screen technique of the last few Tartan games. On the left is you, or rather your clone (for reasons explained in the storyline, which is too complicated to go into here). Your clone is outside the closed door of the Clonetron exit, and can see a rustic gardener. Which means, surprise surprise, that a rustic gardener is what you see on the right-hand side of the screen. He's also outside the closed door of the Clonetron exit and able to see a proud stranger (that's you, you clot).

As a clone you can do certain things, but you can also switch to controlling any of the other characters, as some of them have different skills. You use the command CALL to do that, so that CALL GARDENER switches you to the gardener. You get back to yourself by typing AA. It helps if you map the small set of locations first, and then make a note of the other characters wandering around. Also do an Inventory for each of them to see if they're carrying any useful objects, but remember that they sometimes drop 'em (pardon?) and someone else may wander in and pick 'em up again.

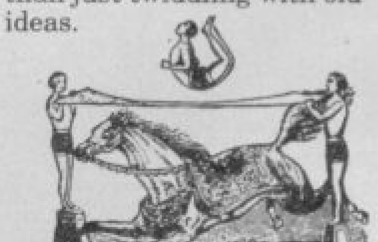
The random way in which this happens is a bit primitive, and the game itself does creak a bit with signs of age. For example, "The scientist lets fall here the box with the aerial". Lets fall here?? This is immediately followed by "The scientist takes the box with the aerial," followed by him letting it fall again and picking it up once more. It doesn't say much for the IQ of the scientist if he stands around dropping things and picking them up again. Maybe he's just got slippy fingers, but AI techniques have moved on a bit recently, even in humble Speccy text adventures, so it might also be that the Tartan system simply hasn't moved on with them.

That aside, there's still a lot of fun to be had as you switch from being a clown to a magician to a locksmith to a strongman – which gives you some idea of how you'll be using the various other characters in the game. If you can't open a door then send in the clones! One of them's sure to be strong enough to do it.

Gordello's Demise should have a lot of appeal to new players, as it's easy to get to grips with despite the fact that it sounds so complicated. Anyone can get the principles of adventure-playing with some of the early problems, like that door which you can't open but the strongman can. (Mind you, no-one seems keen to approach the receptionist who's standing behind it – but that's a whole other problem!) It'll also appeal to Tartan fans, but won't convert anyone who doesn't care for their games. I think it's time Tom Frost left his split-screen games behind and concentrated on writing a strong new storyline, rather than just twiddling with old ideas.



What did you say, Tom? Part 3 of the first *Gordello* was just a dream?! (Well, here's a man who's been watching a series too many of *Dallas*.)



TEXT	■■■■■□□□□□
VALUE	■■■■■■□□□□
PERSONAL RATING	■■■■■■■□□□

Recommended for...
Beginners and fans of the Tartan

Title .... *Gordello's Demise*
Price £2.95
Publisher .... Tartan Sofware, 61 Bailie Norrie Crescent, Montrose, Anus, Scotland DD10 9DT

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Waring's the name. Adam Waring – official Spec Tec for the *YS* Hardware Dept. Now usually my services would be beyond your reach (50 bucks a day plus expenses, that's my going rate) but I owed Andy a favour. And he's milking it for every red cent.

So if you've got any kind of hardware hiccup then just drop me a line. I'll don my trilby and head for the streets – and won't rest till the problem's solved!

Likewise, if you've got a tip that other Speccy owners out there would find kinda useful, then send that in too. If I pass on the word then you'll get your payoff (probably in the form of a little *YS* prezzie to show our appreciation).

Right. Let's get down to the biz. Where's the first case?

DEATH OF A PROGRAM

Recently I was flicking through some old issues of your fab magazine when I came across an old advert for a *Megabasic* software package. As I have recently become a keen amateur programmer, I would be grateful if you could tell me how much they are now, how I can get one, and (of course) if they're still available.

Please also put more programs in *Pitstop* each week! Keep up the good work!

Stephen George
Weybridge, Surrey



I've been on the trail of Megabasic, *but it's cold as a Speccy locked in the deep freeze overnight. All my best efforts have lead to dead ends. Looks like the party's over as far as* Megabasic's *concerned.* **Ad.** (Er... I think he means we no longer sell it. Ed)

ALL'S WELLS

I have just started my own software company and it's called "Wells and Co. Software". *(I like that. Originality. You've got class. Ad)* I've already written 2 games. One is called *FA Cup Challenge*, the other is *Skatin' City*. I just wondered a few things.

1 How do I get my games reviewed in magazines like *YS*?
2 Where can I get tape covers and card boxes printed?
3 How do you get screenshots from games?
4 I'm thinking of doing adventure games as well. Which is the best adventure-writing program?
5 How much does one page cost when advertising a game in *YS*?
6 Do I have to run a licence to run a company and sell games?

Darren Wells
Newark, Notts

Hey, slow down. Let's talk this over a slug of rye in a joint I know downtown...
1 You don't. Crap Game Corner's just closed down.
2 I know a printer you could use. It's not his usual line of work though. On reflection, maybe you'd better steer clear...
3 The shed team do it with PCWs and Apple Macs, so you're probably best off with a camera. My favourite is the Waring compact. Fits into the case of your Zippo. Useful for those 'discreet' occasions. I think you know what I'm saying.
4 Get real, kid! Life's an adventure!
5 Look, I can do you a deal. It'd normally cost £1,300. With my contacts I can get for you for, let's see, a grand and a half. Plus the usual commission, of course. Hey – I ain't no charity. I've got a living to make.
6 I figure it like this. What nobody knows hurts nobody. Besides, I know a good lawyer. And he'll be back out in a couple of years. **Ad.**

O DEAR

I am trying to load the second part of your *EFIL* program in the March issue of *Your Sinclair*.

Line 1590 is printed...

```
LET OO=Q:LET OOZ=Z:LET OR=R:PRINT
    AT 0,0; PAPER 2; OVER 1;" ":
    GO SUB 1940
```

But this line will not enter. Could you please tell me if there has been a printing error.

Also line 1940 is unreadable due to bad printing. Could you let me know what this line is supposed to be.

One more point. I am new to computing. In my Sinclair manual zero is printed Ø and 'O' is printed normal. In your program both are printed the same. Could you please help me tell the difference.

Derek Purcell
Sale, Cheshire

Anyone can make a mistake. In this case it's you. I reckon that you've mis-typed the line. It'll be caused by confusion between the letter 'O' and the number 'Ø' (as you mention in the last part of your letter).

It's a tough coco. While your Speccy screen may make the differences quite obvious (by putting a slash through the zero), the printer that the listings are printed out on doesn't. I'm on a special assignment for YS right now to figure how to make these things clearer – even the toughest nuts can be cracked. Anyway, in that line take everything as an 'O' (the letter), apart from the '0,0;' bit, and the '1940' at the end of the line.

Talking of 1940, that line does look like it's spent a night on the town with a certain broad I know. It should read...

```
1940 POKE 53366,213:POKE 53363,64:
POKE 53369,27: LET ZZ=USR 53361:
POKE 53366,205:POKE
53353,88:POKE53369,3
```

And hey – keep up the computing – it'll keep you off the streets and outta trouble. **Ad.**

WHAT THE HEX

I own a Sinclair 128K ZX Spectrum +2 *(Why so formal all of a sudden? We're all friends here. Why not call it your Speccy +2? Ad)*, and purchase *Your Sinclair* magazine monthly *(Yeah, yeah. You buy YS. Ad)* I have only had the chance to buy 2 issues (Feb '91 and March '91). In these magazines you had a program called EFIL which I typed in,



but I haven't got the *Hexloader* to type in the Hex. So I would be grateful if you could help me.

I would also like to know if you sell books with program listings of games. If you have, could you please send me some on approval and you could invoice me.

T Hope
Gateshead, Tyne & Wear

Okay, here's the story. Hexloader is printed every now and again – around every 3 to 4 issues (any more and it'd begin to become an eyesore). The last time was the Jan issue (so it looks like you missed the boat). When it'll be printed next – well, Andy's the boss. It's down to him. If you can't wait till whenever that may be, you could order a back issue from the mail order section.

Hey, hey, what is this? You know the score, chum. Future run a strictly cash-in-advance operation. And besides, we don't do no books. It's an ugly rumour, and somebody's gonna pay! **Ad.**



PLAY IT AGAIN SAM

I was thinking of selling my Spectrum the other day to buy a Sam Coupé, but I wondered how much one was with and without a disk drive, and where to send my order to. I'm sure this would please other people who wanted to buy a Coupé if you printed the costs and addresses in your magazine.

Paul Haine
Weston-Super-Mare, Avon

Weston, huh? I know the joint well (well enough to get the hell out when I had the chance).

Sam is a personal friend of mine. He's got a small operation going on in the West side (of Swansea, that is). Here's the address, check it out – ***Sam Computers Ltd****, Lakeside, Phoenix Enterprise Park, Swansea SA7 9EH. Or you could buzz 'em on* ***0792 700300****.*

Prices. The 256K Coupé with a disk drive now sells for £199.95. If you want one without then it'll cost ya £139.95. I've got some advice for you (it's free so just listen). If you decide to buy, go for the disk machine. The extra 60 bucks is well worth your while. **Ad.**



CAN'T TAKE A POKE

Please help! I'm a proud new owner of a 128K +2 Speccy and am quite new to computing this being my first computer.

The problem is I honestly don't have a clue how to type/run a POKE into my computer to get infinite lives etc on games.

Please, please print a basic (very) guide to doing this as I'm sure (hopefully) that I'm not the only 'thicko' out here who is stumped, or should I say POKEd?!!? Or something? (*No, stumped is definitely better. People could get the wrong Idea. Ad.*)

Nicholas Holmes
Sheffield, S Yorks

So, new in Specville, are we? Wet behind the ears? One thing's for sure, Nick, you've gotta learn the ropes and you've gotta learn them fast.

Stick with me, kid, and stay close. You'll be alright.

So listen up and listen good. A POKE is simply a program that gets inside a game, and alters it so you can get cheat etc. (It puts that all important ace up your sleeve.)

Firstly you need to go into BASIC. Select +2 BASIC from the menu that appears when you switch your Speccy on.

Next you have to type in the POKE itself. Just type it in as listed. Don't worry if you make a mistake (we all make mistakes, just make sure you don't make 'em twice) and rub out any offending characters with the DELETE key.

At the end of each line press the ENTER key to enter it into the computer's memory. The computer will quickly check through it. If it doesn't make sense it won't let you enter it. If it's okay then it'll be ready for you to type in the next line.

When you've finished, it's best to save the POKE for future use. (You soon wise up that re-typing the POKE every time you want to use it is a mug's game.)

Get a blank tape ready. Insert it into the tape drive and type...

```
SAVE "pokename"
```

Don't forget to press ENTER! You can substitute the POKEname with anything you'd like to call your POKE. Press down RECORD and PLAY on the tape deck and press a key as instructed. You can load it in the future by simply typing...

```
LOAD "pokename"
```

Now you've gotta let the POKE do its dirty work. Type...

```
RUN
```

That'll start the ball rolling. Put in the game tape and press Play. The game should load as normal, only with the cheat activated! **Ad.**



THE BIG FIX

PRINT ART

Readers who are owners of the +2A will be familiar with the occasional problems of compatibility. I have long sought a graphics package which would a) load and b) print out. Datel's advert now includes the +2A in the list of machines on which the Genius Mouse and *Art Studio* will work.

I purchased the package but the print option steadfastly refused to work (Genius Mouse and *Art Studio* being in 48K mode).

Others may be interested that I solved the problem by breaking into the *Art Studio* program (the manual tells you how) and inserting the line...

```
1 LPRINT "u"
```

Then answer YES to the question "Are you using an 80 column printer?". Select interface II and answer all the other questions with the defaults.

Create your screen. Save in on to tape. To print, clear the computer's memory, select +3 Basic and programme as follows...

```
10 LOAD "filename" SCREEN$
20 COPY
RUN
```

Start the tape. The screen will then print out.

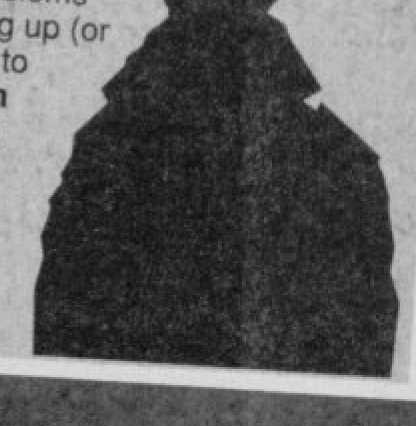
If anyone has problems about this excellent graphics package or about word-processing/printing on the +2A they can ring me on 0909 563996.

Richard Fone
Worksop, Notts

SPECIAL INVESTIGATION SOLVED

Thanks for the tip off, kid. You'll be getting your reward. (No cash though. Tax reasons... you know the score.) **Ad.**

YOU KNOW WHERE TO fiND ME



Or at least the mailman does. All you've got to do is write the address down on the envelope and leave the rest up to him. So send any problems you want clearing up (or news you've got to tell) to me, **Adam Waring**, at **Spec Tec, *YS*, 30 Monmouth St, Bath BA1 2BW.** I'll see you in 4 weeks.



A PAGE OF 1,000 COMPO WINNERS!*



* Sort of

Remember that massively brilliant megacompo we ran around Christmas time in issue 61 with the ridiculous but highly amusing name? Well, we've finally got round to sifting through the 6ft bin of entries (or rather Linda has - and she had to get a stepladder to do it!) and here's the first batch of lush and lucky winners. We can hardly contain our excitement!



* First up, a few groovesome **Competition Pro** joysticks. Get waggling... P Spencer of Ballymun, Dublin; S Tyrell of Angus, Scotland; J Taylor of Chatham, Kent; J Phillips of Portsmouth; B Caudell of Weston-Super-Mare.

* Tea-time! Break open the bags and get those **Hewson mugs** brimful... G Clarkson of Bradford; J Cook of Coventry; J Geddes of Johnstone, Scotland; S Barker of Thirsk, North Yorkshire; C Allson of Morecambe, Lancashire; R Sproston Jnr of Newton-Le-Willows, Merseyside; N Reynolds of Bristol; F McManus of Capel St Mary, Suffolk; B Vaughan of Tios, Lanzarote, Canary Islands, Spain; C McDonald of Clydebank, Dunbartonshire; R Hindle of Buckholes Lane, Lancashire; K S Read of Colchester, Essex; L Dodd of Glasgow; S Kerr of Tunbridge Wells, Kent; A Ollett of Brough, Humberside; A Seabrook of Aldwick, West Sussex; M Haddock of Poynton, Cheshire; L Stephens of Boston, Lincolnshire; C Whormsley of Higher Lovacott, Devon; M Jessop of Sidcup, Kent.

* Uncork the ginger beer and pass the chocolate cake! Copies of the ***Famous 5*** adventure by **Enigma** for the SAM are out for the hols and cycling their way towards... J Duguid of Ballater; C Mason of Stanley, Southmoor; K Howe of Hetton-Le-Hole, Tyne and Wear; M Broadwith of St Albans, Hertfordshire; C Jones of Silver End, Essex; S Everitt of Hampton, Middlesex; G Lee of New Malden, Surrey; VH Purdey of Cromer, Norfolk; J Morecroft of Gloucester; Z Watts of Heamoor, Cornwall.

* Get your best friend, sit him in a chair, blindfold him and make him guess how many fingers you're holding up. Then quietly walk away and leave him tied up for your mum to find later. What are you doing? You're playing **Mind Games**. Which is what, thanks to **Enigma**, this lot will soon be doing... D Chapman of Holmer Green, Bucks; B Straight of Dagenham, Essex; L Hill of Carpenders Park, Hertfordshire; A Bayliss of Brilley, Hereford; P Riley of Bolton, Greater Manchester; R Gibbons of Norwich, Norfolk; T Nicoll of Dundee, Scotland; G Thomas of Wellingborough, Northamptonshire; O Holmes of Lampeter, Wales; M Sullivan of Plymouth, Cornwall.

* Okay, time to don the false moustaches and Scottish accents because copies of **Grandslam's *Saints And Greavsie*** are shooting off to... R Sparrow of Coventry, West Midlands; D Ahmedzai of Humberstone, Leicester; B Paterson of Milford Haven, Dyfed; A Greenall of Exeter, Devon; D Nicoll of Birkenhead, Merseyside; S Fatherly of Hetton-Le-Hole, Tyne and Wear; D Salton of Largs, Scotland; J Duffin of Ickenham, Middlesex; S Milburn of Gateshead, Tyne and Wear; L Greaves of Needham, Suffolk; N Joy of Bradford, West Yorkshire; M Punt of Great Dunmow, Essex; M Bancroft of Derby; J Cairney of Glasgow; S Wignall of Euxton, Lancashire; J Mann of Borehamwood, Hertfordshire; M Major of Andover, Hants; D Billows of Widness, Merseyside; M Mullally of Worksop, Notts; K Batham of Stourbridge, West Midlands.

* Who's got a fluffy, green hand? Why, the following peeps have because they're each the lucky recipient of an **Edd the Duck puppet** from **Impulze**... Z Warren of Atherton, Greater Manchester; S Daunt of Chatham, Kent; B Martin of Norwich, Norfolk; J Williams of Camborne, Cornwall; HE Bucher of Hornberg, Germany.

* Go and wash that blood off your hands! Which blood? (Ahem.) Copies of **Imageworks' *Bloodwych*** are going (special broomstick delivery, of course) to... S Race of Wakefield, West Yorkshire; A McClean of Belfast; N McMurdo of Leicester; A Longbottom of Shipley, West Yorkshire; G Sweeney of Lesmahagow, Lanarkshire; K Kirk of Hucknall, Nottingham; B Harris of Banbury, Oxfordshire; J Ho of Salop, Worcestershire; P Taylor of Grimsby, South Humberside; J Kerr of Alloa, Scotland.

* Get in that dodgy car and drive. Where are we going? Why, ***Back To The Future (2)***, of course! Copies of the **Imageworks** game will, eventually, find their way to... A Taw of Portsmouth, Hampshire; M Maltby of Oldham, Lancashire; R Boyns of Rainham, Kent; KP Christy of Birmingham; R Tranter of Cannock, Staffordshire; S Wilkins of Brickhill, Bedfordshire; P Armstrong of Airdrie, Lanarkshire; R Cross of Colchester, Essex; P O'Halloran of Otley, West Yorkshire; P Woodbridge of Loudwater, Bucks.

* Come summer, **Mirrorsoft T-shirts** will be wrapped around...C Henson of Grimsby, Humberside; C Crane of Colchester, Essex; R McKenzie of Bristol; D McClean of Randalstown, Co Antrim; D Finnan of Knutsford, Cheshire; R Salman of Llanelli, Dyfed; G Bussey of Helsby, Cheshire; J Oakley of Luton, Beds; D Forrest of Worksop, Notts; S McNee of Dundee.

* Fight the fat! Copies of ***Battle Of The Bulge*** are crossing the Ardennes to get to... L Smith of Cardiff; N Bosher of Coventry; R Stevenson of Selly Oak, Birmingham; B Youngson of Inverurie, Aberdeenshire; D Phillips of Warrington, Cheshire.

* You got the force! ***Invasion Force*** in fact, a copy each to... C Noble-Partridge of Pensilva, Cornwall; G Mackay of Dingwall, Scotland; D Calton of Charnock, Sheffield; C Tucker of Chigwell, Essex; D Clarke of Lichfield, Staffs.

* Space out! We mean ***X-Out***! Copies to... K Canhigh of Birmingham; M Gouind of Lhanbryde, Moray; A Tompkins of Cambridge; C Ewart of Forfar, Angus; P Miles of Cardiff; Mrs S Volante of Liverpool; A Giordani of London; C Woodward of Balne, Goole; C Forrester of Carlisle; J Fenner of St Leonards-On-Sea, East Sussex.

* We are the elite, and so is this chap (sort of) 'cos he's got **20 assorted games from Elite**... B Grainger of Co Down, Northern Ireland. But that's not all. Elite also threw in some **posters** and they go to... S Pickering of Gateshead, Tyne and Wear; J Newman of New Elgin, Scotland; B Curtis of Altrincham, Cheshire; P Dunne of Bristol; C Owe of Caernarvon, Gwynedd; S Roe of Tamworth, Staffs; F R Parker of Shard End, Birmingham; C Gossling of Poole, Dorset; R Hawn of Ermine, Lincoln; R Silander of Edinburgh; D Watkin of Wallsend, Tyne and Wear; S Gleeson of Dulwich, London; R Claydon of Aldershot, Hants; P Lynes of Wellingborough, Northants; RM Cooper of Brighouse, West Yorkshire; M Fewell of Milton Keynes; N English of Stockport, Cheshire; G Harrison of Seaham, County Durham; D Kemp of Enfield, Middlesex.

* Is it a tv show? Is it a snake? No, it's **Interceptor's *Miami Cobra GT***! And there are copies in the post for... D Netherwood of Streatham, London; D Gilbody of Ashford, Kent; G Moss of Orpington, Kent; T Hann of Cleveland, Tyne and Wear; G Newton of Poynton, Cheshire; D Turner of Collingham, Notts; S Poyser of Hitchin, Herts; W Cousens of Tongham, Surrey; G Doig of Perth, Scotland; M Davies of Wellingborough, Northants.

* Thunder! Lightning! Feathers? Yes, it's **Interceptor's *Hawk Storm***! 10 copies are winging it to... J Howie of Sheffield; D Gregory of Erith, Kent; R Allen of Hartlepool, Cleveland; D Hay of Edinburgh; D Clark of the Isle Of Lewis, Scotland; J Maiden of Castleford, West Yorkshire; M Tearle of Reading, Berks; B Rice of Ballycastle, Co Antrim; G Smith of Renfren, Scotland; J McCulloch of Kilwinning, Ayrshire.

* Watch that chalk dust fly! The ball was in! Copies of **Interceptor's *Professional Championship Tennis*** go to... S Weston of Carlisle, Cumbria; J Clare of Warrington, Cheshire; E Gammon of Swansea; C Lowis of Selby, North Yorkshire; R Wilson of Stowmarket, Suffolk; M Hales of Debenham, Suffolk; R Bird of Horsham, West Sussex; D Murray of Ratby, Leicestershire; M Hardisty of Sheffield; G Kearley of Swindon, Wiltshire.

* Get your head round these! ***STUN Runner* baseball caps** from **Domark** will soon be sitting pretty on the heads of... P Mayo of Portsmouth; M Tibbenham of Langdon Hills, Essex; G Bishop of Gateshead, Tyne and Wear; A Quick of Port Talbot, West Glamorgan; C Bowers of Birkenhead, Wirral.

* A whole **6 games from CDS** belong to... C Brown of Bungay, Suffolk.

* For those who know a boisterous woman when they see one! **"Utterly Amazing" T-shirts** from **the Codies** to... S Blacker of Warrington, Cheshire; M Bamber of Bury St Edmunds, Suffolk; O Kinchin of Witney, Oxon; D Eddie of Mallaig, Inverness-Shire; T Anderson of Newcastle-Upon-Tyne; J Allen of Pulborough, West Sussex; A Isom of Blackheath, London; J Clark of Castlebar, Co Mayo; K Yesildag of London; G Dobson of Wigton, Cumbria.

* If this is your name, then making music's your game! Cos you've just won a **Datel music machine**... A Coolen of Milton Keynes; S Brown of Bangor, County Down; G Chambers of Glasgow; A Martin of Litherland, Liverpool; J Stanley of Middleton, Leeds.

* Put your thinking caps on and get ready to play **Audiogenic's *Emlyn Hughes Arcade Quiz***... A Rushby of Bristol; I White of Tarbert, Argyll; M Rumbold of Sturminster Newton, Dorset; G Hunt, of Harehills, Leeds; P Phelan of Manchester; L Needham of Oulton Broad, Suffolk; P Tyson of North Shields, Tyne and Wear; M Lawrence of Sutton, Surrey; S Marshall of Aylesbury, Bucks; M Jephcott of Dunstable, Beds.

* Get creating with your very own ***Graphic Adventure Creator*** from **Incentive**... T Mitchell of Blackburn, Lancs; W Reid of Kilwinning, Ayrshire; M Jones of Annan, Dumfries-Shire; M Warwick of Sutton Coldfield, West Midlands; O Smith, of Kilnwick, North Yorkshire.

* You wouldn't like him when he's rusty! Load in **Rainbow Arts' *Turrican***...S Johnstone of Buckhaven, Fife; B Williams of Harlow, Essex; M Sinclair of Chatteris, Cambs; T Randhawa of Ilford, Essex; D Hendry of Merthyr Tydfil, Mid Glamorgan; C Anderson of Hastings, East Sussex; D Frost of Birmingham; D Clerkin of Epping, Essex.

And that's it! If you haven't spotted your moniker yet (or even if you have and want to win another prize!) then be sure to tune in next month for another exciting instalment of *A Page of 1,000 Compo Winners*!



MEGAGAME

LONE WOLF

THE MIRROR OF DEATH

Audiogenic/£10.99 cass/£14.99 disk



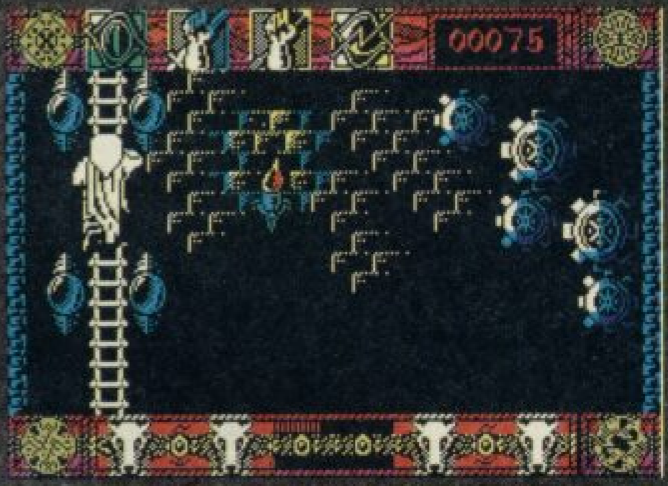
Jon Like a meal ordered in that little out-of-the-way restaurant your friends swear by, *The Mirror Of Death* has been a long time in coming, and it was well worth the wait.



Based on the hit series of roleplaying gamebooks, it puts you in the soft leather and thankfully not-at-all smelly shoes of Lone Wolf – last of the Kai Masters, slayer of Gnaag, seeker of the Lorestones of Nyxator, wielder of the Sommerswerd, bane of the Darklords, possessor of the handkerchief of the holder of the dagger of the wizard of the lands of the cavalier of the house of the descendants of the (slap!) ... thank you, I needed that – and bids you to exorcise the evil spirit of a nasty old sorceror by defeating 7 shadowy demons who inhabit the shards of the (sinister chords) Mirror Of Death.

Lummey.

You do this by hotfooting it up the sorceror's fortress, outwitting his guardians and confronting the demon on each level. Apart from your trusty sword you possess 4 Kai skills chosen from a selection of 8. These are (deep breath) the magics of Psi Surge (mental attack), Mindshield, Animal Kinship (terrify your enemies with an image of a wolf), Invisibility, Sixth Sense (avoid getting lost), Divinity (detect evil), Weapon Skills and Healing. It all requires the foresight of Nostradamus to make the appropriate 'mix', because the right skill at the right time may just save your life.



Lonie pauses between 2 sets of electric spark globes. A sputtering torch casts wild shadows over the rumbling machinery, and in the distance something howls... (ooo-ee-oooo!)



A hit! One of the Krows explodes in mid-air. (Ugh -*The Birds* was never like this!)

Phew!

It's certainly not your average plotline, is it? And fortunately it translates into a 'not your average' game. The first thing you notice are the graphics. Just take a look at the screenshots! (No drooling, please.) Lonie is fabulously animated, from his 'bad-dude' stomp to his 'tactical withdrawal' roll, as well as having an amazing gravity-defying hooded cape which stays on no matter what (I thought it was his hair at first!). The supporting characters are equally stunning, from the leering, spitting gargoyles to the pesky, Krows. Background details abound, like the splintered stonework, the flickering torches, and the heavy gears that power deadly traps. The atmosphere of a dank, dangerous castle couldn't be more complete if your television set dripped slime.

The next boggle-trigger *(Eh? Ed)* is the sound (128K only, I'm afraid.) There's a praiseworthy music track, but the sound effects...! (Shiver.) They're *that* good! *Everything* makes a noise – the cawing Krows, the chains, Lonie's echoing footsteps (changing as he climbs a ladder) – I spent one game just seeing how many sounds I could discover. (Quite a lot, actually.)

And last but not least, there is of course – the game. A combination of platforms-'n'-ladders and *Barbarian* -style fighting, there's even a bit of *Monty On The Run* thrown in with the choice of Kai skills (you only get to find out which the vital ones are after you've just been killed for not carrying them). It's all rather simple at first (dodge the gobbing gargoyles and the dribbly door-knockers), but things soon liven up as the first demon leaps down, and you realise that unlike most fighting games, the Speccy in *Lone Wolf* is rather a tough opponent. Keep doing the same move and the demon will just block you. Dither and he'll jump behind you and hack at you from there. Fight too well and he'll turn invisible! It's a nighty!

Between demons, the major foes are the Krows, who have a predeliction for swooping at you when you're on a ladder and you can't defend yourself. Oh, and remember, when using the marvellous mechanical lifts, keep an eye out for booby traps – usually involving lots of spikes. By the way, you're probably taking the wrong route... (And so on.)



Lonie stumbles across a fireball-spitting monk. Luckily the monk is looking the other way, but how to get past safely? (Hint – try rolling under the fireballs.)

Grump!

So far as reservations go I've only got as far as the second demon (ahem) but it looks like each level is just more of the same, and at times it can all get quite frustrating. For example, there's one screen where, right at the beginning, you have to wait on a ladder for a Krow to go by. The trouble is, it flies so fast, that there's only one flying pattern that'll give you enough time to get to the top, and as they appear pretty randomly, you could be in for a short wait. (Short, because most of the flying patterns involve them diving straight at you!)

But I'm just nit-picking. If it *is* more of the same, there's plenty to do already, and the will-they-be-useful-or-not factor of the Kai skills jollies the game up enormously. With the wonderful presentation matched by the imaginative packaging (there's a free copy of the latest Lonie gamebook – and a darned spanky roleplayer it is too), *Mirror* has something – no, a heck of a lot for everyone. It's a *YS* 7 Raves game – Spanky, Spiffy, Skillo, Dandy, Snazzy, Wazzy and Corky!

LONE AT HOME

Here's a handy gander at what we've got on show halfway up a tower...



1. Lone Wolf, our hero, brave of heart and long of cape.

2. Gargoyles – they spit poisonous slimies (but leer before they do – hint!)

3. Booby traps drop on you if you pass below (and if you stand still for too long!).

4. Your remaining lives – the wolves roar at you and turn into skulls when you die. (Awww!)

5. Squint-inducing strength counter.

6. Your Kai skills including Animated Kinship, Weapons, Skill, Sixth Sense, & Mind-shield (a good all-round selection in fact).

7. Your score (hmm, not too bad).

8. Time your jump onto this lift very carefully, or else plummet 600 feet to the ground and die (again).



His demonic enemy paralysed with fear of the wolf's image, Lone Wolf, Kai Grand Defender, puts the boot in.

WHAT'S THIS LONE WOLF THINGY ANYWAY?

Lone Wolf was created by Joe Dever and Gary Chalk, and first appeared in 1984 in *Flight From The Dark*, one of a flood of roleplaying gamebooks that followed *The Warlock Of Firetop Mountain*. These books, played by reading a page then making a choice which leads to another page (not forgetting to keep hold of the original page in case you'd made a bad choice!) were at first much of a muchness, and many came up with gimmicks to stand out from the crowd. Lonie's gimmick was that he didn't need any dice to be 'played' (as was the case with other ones) because there was a 'random number table' in the back.

Apparently this was a rather good idea because it's since become the trademark of the Lonie books, whose millions of fans are respectable, almost upright citizens from all walks of life. The simple plots of the pioneer books grew increasingly sophisticated and *The Plague Lords Of Ruel* (the free book you get with this game and the 13th in the series) is one of the best examples of what's become a megabuck industry. So now you know.





LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
85°	95°	90°
		INSTANT APPEAL
		97°

finalverdict

DIAGNOSIS A treat for the eyes, a joy to the ears and a blinking great (but tough) arcade adventure to boot.

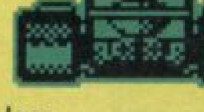
92°

DAZ KYLIE Championship RUN

Impulze/£10.99 cass/£15.99 disk



Jonathan It's surprising just how much cats and racing cars have in common. I sat down and drew up a list of similarities this morning and came up with loads of them. For a start there are 'laps' – they both do those. And then there are legs. They both have 4 legs. *(No they don't. Ed)* Don't they? *(No. Ed)* But they both drink milk. *(They don't, actually. Ed)* Oh. Er, one similarity, then. An impressive list nonetheless.



You've probably already guessed that they've given me another driving game to review. (The basts.) The screenshots are a bit of a giveaway for a start – the track, the cars, the roadside obstacles, they're all in there somewhere. And the name is very 'driving game' too, perhaps with faint overtones of an afternoon quiz show on BBC1. So what's so different about *Championship Run*, then? Well, um, I'm still working on that one. Meanwhile, in case you haven't encountered this sort of thing before (which, quite frankly, seems unlikely), here's what it's all about...



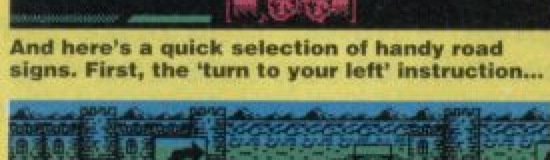
You're the driver of a racing car and you've got to drive round a track (one of 6, in fact) as quickly as possible without crashing. Unfortunately there are lots of other cars trying to do the same thing, so a little push and shove is inevitable. After 4 laps the race is over and, unless you've managed to reach a predetermined 'qualifying position' you're out of the running. So it's essential to overtake enough cars to get you into the next race. While doing this you have to be careful not to take too many 'hits', otherwise a time-wasting pitstop will be called for. Either that or your car will fall to pieces.

Pretty standard stuff, then. Graphics any good? Not really. They're very simple and more than a little repetitive. And the game is generally very un-feature-packed. It's really just the basic essentials required to get a racing game off the ground and no more. About the only thing it's really got going for it is that it's fast. Your car really flies round the track – 'good impression of speed' would be a deplorable understatement. Fluid it's not, though.

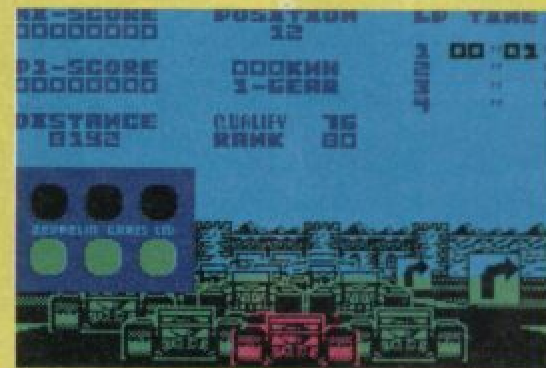




And here's a quick selection of handy road signs. First, the 'turn to your left' instruction...



And now the 'turn to your right'. (It's simple when you get the gist.)

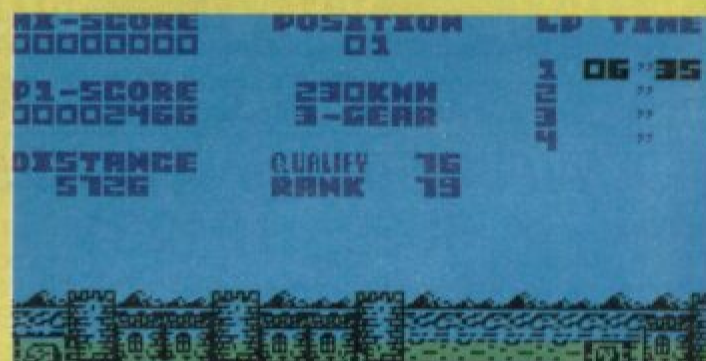


Ready, get set... go! No! Come back! Morgan's wheel was over the line!

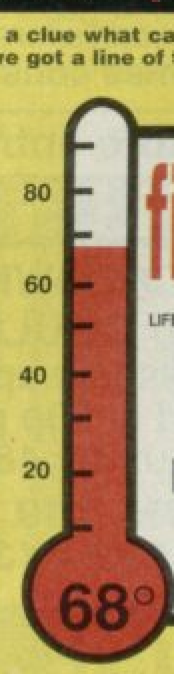
So, if you're into rather dodgy racing games which make up at least partially for their lack of refinement with speed, *Championship Run* should be more than enough to plump your pillows. Otherwise you'd be advised to slip into something a little more comfortable.

THOUGHT FOR THE DAY

If a finger of Fudge is just enough to give your kids a treat, you'd have to be a bit of a git to give them a Fun Size one.



We haven't a clue what castles are doing in the game but at least they've got a line of trusty mountains behind them!



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
59°	70°	69°
		INSTANT APPEAL
		64°

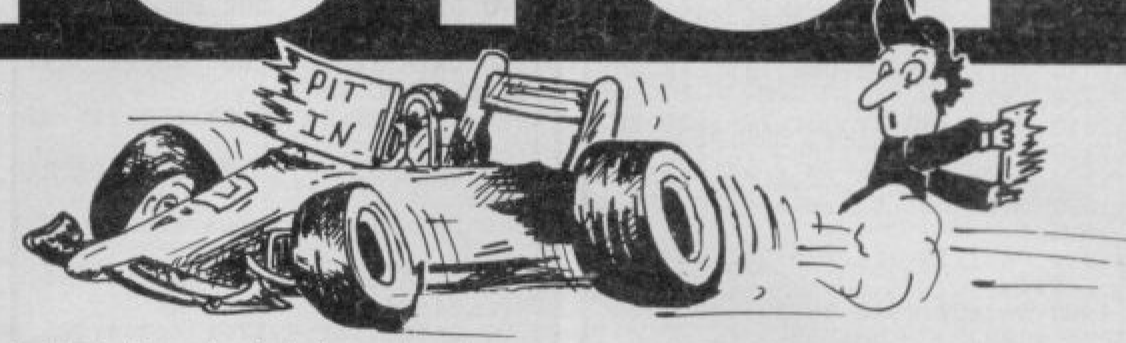
DIAGNOSIS An ordinary (and slightly crap) driving game.

68°

PROGRAM PITSTOP



'Tis the merry month of May (sort of) and time once more to type in those life-saving routines. So to lead you by the hand, here's JONATHAN DAVIES.



Hello again, Andy here. Jonathan claimed to be suffering from 'writers block' among other things this month, and asked me to do the intro for him with a suitable reduction in his wages. No problem, I replied.

You'll be pleased to hear that this month's helping of programs is as corkstrous as ever, with a couple of fruity ones guaranteed to make your Spectrum leap for joy. For Really Long Listing fans there's **Paul Dias'** *WindowX* which'll alter your view on the Spectrum's capabilities. (Window..? View..?) And for those who like them short and punchy there's a surprise from **Miles Kinloch**. Either way, you can't lose.

(Thanks. Jonathan)

Pleasure.

WINDOWX

by Paul Dias

Even the most anoraked of die-hard Spec-chums must have looked at the windows and pull-down menus on the ST and Amiga at one time or another and thought, "Hmm, they're a bit good – perhaps I ought to get one of those." But now there's no need! Thanks to Paul Dias, pretending you've got a really expensive computer is simply a matter of typing in his *WindowX* program, withdrawing about £300 cash from the bank and setting fire to it.

The first thing to do is take a look at the listing. Not a pretty sight, eh? But at least there's no hex to worry about – just lots of DATA statements. (Groan.) Come on – stiff upper lip. Get it all typed in and save it onto a tape. Then run the program and, if no errors are reported, save the machine code it generates onto a tape by doing SAVE "WINDOWX" CODE 62000,880.

Right. The next thing to do is decide what to do with it. The thing is, you see, I'll be printing a short demo program in next month's Pitstop which will show just what the program is capable of. But, in case your patience just can't handle that sort of treatment, I'm giving you all the info you'll need to get a few windows and menus of your own up and running this month. I'd strongly advise you to hang on till the next issue before trying anything too serious, but the choice is of course yours.

The first step, once you've saved the code onto tape, is to CLEAR 41209 to give you some space in memory and then LOAD "" CODE to load the code back in. You'll then need to include the following lines at the start of your program:

```
DEF FN d(p,q,c)=USR 62000
DEF FN w(y,x,d,w,c,t,b)=USR 62003
DEF FN s(s,m)=USR 62006
DEF FN r(m,s)=USR 62009
```

You'll now be able to use the 4 main functions of *WindowX*, which are as follows:

Drawing the Desktop

Proper computers have some sort of background on which to draw all the windows and things. If you go LET a=FN d(p,q,c) you'll be provided with just such a facility. The screen will be filled with lines of 2 alternating bytes, 'p' and 'q', which work a bit like UDGs. 'c' is the attribute value (ie colour). So, to create a yellow and black chequerboard pattern, use the command LET a=FN d(170,85,48).

Drawing Windows

This is where things really hot up. To draw a window (or, indeed, a menu) at the location of your choice do LET a=FN w(y,x,d,w,c,t,b). 'y' and 'x' are the character row and column positions for the window, 'd' and 'w' are the depth and width of the window and 'c' is the attribute value of the window. You can also specify a 'title bar' across the top of the window and a 'close box' in the corner by setting 't' to 0 for nothing, 1 for a title bar and 2 for a title bar and a close box. If you want a border round the window to give a shadow effect, set 'b' to 1, otherwise set to 0. Note that the windows are purely cosmetic – you can't 'redirect' text into them or anything elaborate like that. (Just what do you expect in 880 bytes?)

Storing and Recalling the Screen

Having finished with a menu or a window it's nice to be able to get rid of it and restore the screen to the way it was before. To do this you'll need to save the screen (or part of it) in memory and then bring it back again, which is where these 2 functions come in. You can store a third of the screen at a time, and up to 9 thirds can be held in memory at once (that's 3 whole screens).

To store a third of a screen do LET a=FN s(s,m) where 's' is the number of the third you want to store (1-3 where 1 is the top third) and 'm' is the location in memory where you want it stored (1-9). LET a=r(m,s) where 'm' and 's' are as above, only the other way round. You don't have to replace the third in the place you got it from, which may well be handy. And if you're not planning on using all 9 storage locations you won't have to CLEAR quite such a low number before loading the program. For example, if you don't want any space reserved at all CLEAR 61999. Each third needs 2310 bytes, so if you want 3 of them CLEAR 55069.

I can tell you're impressed. Just wait till you see the demo program.

```
  10 REM ** WINDOWX LOADER **
  20 REM **  BY PAUL DIAS   **
  30 REM
  40 CLEAR 61999: PRINT "WINDOWX
 LOADER"'': LET L=1000: FOR A=62
000 TO 62879 STEP 80
  50 LET T=0: FOR B=0 TO 79: REA
D C: POKE A+B.C: LET T=T+C*((A+B
)-61999): NEXT B
  60 READ C: IF T<>C THEN  PRINT
 '"ERROR IN BLOCK: ";L;CHR$ 204;
L+90: STOP
  70 PRINT L;CHR$ 204;L+90;" OK:
 ";T: LET L=L+100: NEXT A
```

WINDOWX cont

```
  80 PRINT '"CODE OK"''"SAVE ""W
INDOWX""CODE 62000,880"
  90 STOP
1000 DATA 195,60,242,195,192,242
,195,182
1010 DATA 244,195,234,244,221,42
,11,92
1020 DATA 33,0,64,6,96,197,221,1
26
1030 DATA 4,205,107,242,205,116,
242,221
1040 DATA 126,12,205,107,242,205
,116,242
1050 DATA 193,16,234,221,126,20,
33,0
1060 DATA 88,119,17,1,88,1,255,2
1070 DATA 237,176,201,6,32,229,1
19,35
1080 DATA 16,252,225,201,124,230
,7,254
1090 DATA 7,40,2,36,201,125,230,
224,409690
1100 DATA 254,224,40,7,17,224,6,
167
1110 DATA 237,82,201,17,32,0,25,
201
1120 DATA 120,230,248,198,64,103
,120,230
1130 DATA 7,15,15,15,129,111,201
,229
1140 DATA 213,245,205,144,242,19
7,6,8
1150 DATA 26,182,119,19,36,16,24
9,193
1160 DATA 241,209,225,201,207,10
,207,4
1170 DATA 207,25,207,15,0,0,0,0
1180 DATA 62,1,33,188,242,6,4,11
9
1190 DATA 35,16,252,221,42,11,92
,221,1085456
1200 DATA 70,4,221,78,12,221,86,
20
1210 DATA 221,94,28,120,254,24,4
8,212
1220 DATA 167,32,3,50,188,242,13
0,254
1230 DATA 25,48,203,254,24,32,4,
175
1240 DATA 50,189,242,122,167,40,
193,121
1250 DATA 254,32,48,184,167,32,3
,50
1260 DATA 190,242,131,254,33,48,
175,254
1270 DATA 32,32,4,175,50,191,242
,123
1280 DATA 167,40,165,197,205,144
,242,66
1290 DATA 197,6,8,197,67,175,205
,109,1983535
1300 DATA 242,213,205,116,242,20
9,193,16
1310 DATA 242,193,16,236,193,197
,33,224
1320 DATA 87,4,213,17,32,0,25,16
1330 DATA 253,22,0,89,25,209,221
,126
1340 DATA 36,66,197,67,205,109,2
42,213
1350 DATA 205,139,242,209,193,16
,243,193
1360 DATA 221,126,44,167,40,80,2
54,1
1370 DATA 40,7,254,2,40,22,195,1
80
1380 DATA 242,123,254,3,218,186,
242,197
1390 DATA 213,17,78,244,205,159,
242,209,3148371
1400 DATA 96,67,24,25,123,254,4,
218
1410 DATA 186,242,197,213,17,86,
244,205
1420 DATA 159,242,12,17,94,244,2
05,159
1430 DATA 242,209,96,67,5,5,5,21
3
1440 DATA 17,102,244,12,197,68,2
05,159
1450 DATA 242,193,16,247,12,17,1
10,244
1460 DATA 68,205,159,242,209,193
,221,126
1470 DATA 52,167,202,58,244,254,
1,194
1480 DATA 180,242,58,188,242,254
,1,32
1490 DATA 42,197,5,58,190,242,25
4,1,3989768
1500 DATA 32,10,13,213,17,118,24
4,205
1510 DATA 159,242,209,12,213,99,
17,126
1520 DATA 244,205,62,244,58,191,
242,254
1530 DATA 1,32,6,17,134,244,205,
159
1540 DATA 242,209,193,58,189,242
,254,1
1550 DATA 32,44,197,120,130,71,5
8,190
1560 DATA 242,254,1,32,10,13,213
,17
1570 DATA 166,244,205,159,242,20
9,12,213
1580 DATA 99,17,158,244,205,62,2
44,58
1590 DATA 191,242,254,1,32,6,17,
150,4697970
1600 DATA 244,205,159,242,209,19
3,58,190
1610 DATA 242,254,1,32,12,197,13
,213
1620 DATA 98,17,174,244,205,70,2
44,209
1630 DATA 193,58,191,242,254,1,3
2,10
1640 DATA 121,131,79,98,17,142,2
44,205
1650 DATA 70,244,1,0,0,201,205,1
59
1660 DATA 242,12,37,32,249,201,2
05,159
1670 DATA 242,4,37,32,249,201,0,
127
1680 DATA 0,127,0,127,0,127,0,12
6
1690 DATA 0,126,0,126,0,126,0,25
4,5047473
1700 DATA 130,130,130,130,130,25
4,0,255
1710 DATA 0,255,0,255,0,255,0,25
4
1720 DATA 0,254,0,254,0,254,0,0
1730 DATA 0,0,0,0,0,1,0,0
1740 DATA 0,0,0,0,0,255,0,0
1750 DATA 0,0,0,0,0,128,192,192
1760 DATA 192,192,192,192,192,19
2,192,192
1770 DATA 0,0,0,0,0,0,255,255
1780 DATA 0,0,0,0,0,0,1,0
1790 DATA 0,0,0,0,0,0,1,1,340502
1
1800 DATA 1,1,1,1,1,1,221,42
1810 DATA 11,92,221,126,4,205,47
,245
1820 DATA 33,83,245,205,34,245,2
21,126
1830 DATA 12,205,57,245,229,33,6
5,245
1840 DATA 205,34,245,84,93,225,1
,0
1850 DATA 8,237,176,221,126,4,33
,89
1860 DATA 245,205,34,245,1,0,1,2
37
1870 DATA 176,201,221,42,11,92,2
21,126
1880 DATA 4,205,57,245,33,65,245
,205
1890 DATA 34,245,229,221,126,12,
205,47,6508697
1900 DATA 245,33,83,245,205,34,2
45,84
1910 DATA 93,225,1,0,8,237,176,2
29
1920 DATA 221,126,12,33,89,245,2
05,34
1930 DATA 245,84,93,225,1,0,1,23
7
1940 DATA 176,201,213,203,39,22,
0,95
1950 DATA 25,94,35,86,235,209,20
1,167
1960 DATA 202,184,242,254,4,210,
180,242
1970 DATA 201,167,202,184,242,25
4,10,210
1980 DATA 180,242,201,42,233,36,
224,30
1990 DATA 215,24,206,18,197,12,1
88,6,8405200
2000 DATA 179,0,170,250,160,0,64
,0
2010 DATA 72,0,80,0,88,0,89,0
2020 DATA 90,87,105,110,100,111,
119,88
2030 DATA 32,49,46,50,32,98,121,
32
2040 DATA 80,97,117,108,32,68,10
5,97
2050 DATA 115,44,32,70,101,98,32
,57
2060 DATA 49,46,32,70,111,114,32
,39
2070 DATA 89,111,117,114,32,83,1
05,110
2080 DATA 99,108,97,105,114,39,3
2,109
2090 DATA 97,103,97,122,105,110,
101,46,5396816
```

SURELY NOT

by Miles Kinloch

Go on, you love them really. Sound to light programs, that is. So here's yet another one, this time from Miles Kinloch. And it's so short that it would be worth typing in even if it was a complete load of rubbish (which it isn't). As usual with these things, type it in, run it and play some music through the tape socket.

```
  10 FOR a=65510 TO 65535: READ
d: POKE a,d: NEXT a: RANDOMIZE U
SR 65510: DATA 243,1,0,3,33,0,88
,219,254,119,203,30,47,230,31,19
4,56,0,35,11,120,177,32,239,24,2
31
```

GOT A GOOD ONE?

Like a really, really, *really* good program burning a hole in your pocket? Then post it into Pitstop. You'll be in with a chance of winning £50 (or a badge at the very least). The address is Program Pitstop, *YS*, 30 Monmouth Street, Bath BA1 2BW.



■ +2A tape deck, slightly damaged but still loads games. Lots of titles incl *Batman*, *Turrican* and many more. Also joystick (boxed). Will swop for Atari ST or £120. **Phone 0203 688940.**

■ For sale – 2 Data recorders, 4 joysticks, £250+ games, all in good nick! All games originals! Sell for £150. **Phone Alex 0264 357781 after school.**

■ For sale – Spectrum +3 + light gun, joystick, over 40 games on tape + disk. Including Artist, *Rambo 3* or *Wolf* and many more. £160 ono. **Phone 0204 660912.**

■ Spectrum 48K with cassette recorder, powerpack, interface, joysticks, leads, instruction manuals, plus 60 games worth over £100, including *Sim City*, *Golden Axe*. £100 ono. **Phone Daniel on 081 642 2880.**

■ Spectrum +2A, only one year old. Light gun, Cheetah 125 + joystick, £400 of software including *Turtles*, *Robocop 2*. £350 ono. **Phone Robin on 09245 453925.**

■ Spectrum +2 for sale. £320 worth of games including *Kick Off*, *Microprose Soccer* and *Chase HQ*, good condition. Many magazines, selling for £160 ono. **Phone Steven on 076482 338 after 4pm.**

■ Spectrum +2A, almost new, includes light gun, joystick, interface, £300 worth of software including *Chase HQ*, *Sim City*, *Monty Python's Flying Circus*, *Robocop 2*. Will sell for £299. Excellent condition (boxed). **Phone Steven on 0245 328630.**

■ Spectrum 48K with interface and joystick, perfect working order, just been reconditioned. £50. **Phone Dave on 0621 859066.**

■ Spectrum +2, joystick, printer, multiface, with software, 200 games, lots of hacks, £250. **Phone Ben on 0734 844160.**

■ Spectrum 128K +2A, for sale – good condition, 14 games and manual, but no joystick. Bought for £160, will accept £90. **Phone Rizwan on 0923 53444.**

■ Spectrum 48K+ and cassette recorder, turbo interface, joystick, all leads, manual and loads of original games. All in vgc, £70 ono. **Phone 0675 465597.**

■ For sale – Spectrum 128K+. Excellent condition, comes with Microdrive, multiface, multiprint, tape recorder, all virtually brand new. Plus powerpack, TV lead, and games/mags. Only £220. **Phone Lamont on 0708 11227.**

■ For sale – a Spectrum +2, £150 worth of games, a Quickshot Apache joystick, and a Sinclair SJ51 joystick. **Phone Nick on 0865 5112455.**

■ For sale – Spectrum +2, one year old with light phaser, over £300 worth of games, including *Total Recall*, *NARC* and *Chase HQ*. All worth £427 – will let go for £35 ono (including free *Monster Squad* video). **Phone Anthony on 0635 46395.**

■ Spectrum +3 – one year old, very good condition. Boxed as new, with 160 games, 35 mags (including *Your Sinclair*) and joystick. Includes all needed leads. **Phone Peter on 0954 21142 after 7pm.**

■ For sale – Spectrum +2, £90, good condition, lightgun, joystick, over 100 games incl *Rainbow Islands*, *Batman*, *The Untouchables*. **Phone Nathan on 0908 367233.**

■ Spectrum 128 +2, interface, 3 joysticks, machine code test tool. £350 of games, all good condition. £190 ono. **Phone James or Gavin on 0742 662271.**

■ Spectrum+, interface 1, twin microdrives, 60 cartridges, all manuals. All in working order. £180 postage paid. **Phone Mike on 0704 892088.**

■ Spectrum +2 – one joystick, £120 worth of games, hardly used (boxed with manual). £65. Diskdrive and interface for +2 an extra £60. **Phone Graham on 0533 608432.**

■ Loveable Speccy + in need of good home, with speech sampler and joystick interface, interface1, 2 microdrives, ZX printer + paper, 175 games, joystick, cables, manuals, mags. Excellent condition, will flog for £150 ono. **Phone Alex on 0883 713603.**

■ Spectrum +2 for sale – including 2 manuals, over £30 worth of games and compatible joystick. Worth £160, going for £100. **If interested phone Matthew on 0462 459178 after 3.30pm weekdays, anytime weekends.**

■ Spectrum 48K with full-sized keyboard and original unused case – plus fuller sound expander. £45. **Phone Lewis on 0202 512979 evenings.**

■ 48K + Speccy, loads of games, interface, 2 microdrives, 3 cartridges and printer, all the leads, plus a few mags. Only £90!! **Phone Steve on 0454 312656.**

■ For sale – Spectrum +3, joystick, multiface, tape recorder, £700 of software including *Pang*, *Turtles*, *Chase HQ*, plus hundreds more. VGC, worth £900, sell for £250. **Phone Ian on 0442 873486.**

■ For sale – TI-99/4A computer with tape recorder, 2 joysticks, football and chess cartridges, 14 games, instruction manuals and programming books. Sell for £25. **Phone Lee on 091 4872361 between 4-5pm.**

■ For sale – ZX Spectrum 48K, in full working order, with leads and PSU, £40. **Phone Andrew on 0388 834190.**



■ Sell *The Duel Test Drive II* for £4 (unwanted present). **Phone Paul on 0272 670770.**

■ Loadsa software like *Robocop*, *Barbarian 1* and *Taito Hits*, plus playable demo tapes for free. Worth £150, sell all £60. May split 100+ games in all. **Phone Dan on 0869 252831.**

■ Wanted – *Football Director*, *Desert Rats*, *Vulcan* and *Invasion Force*. Will swop any one for 2 of *KO Soccer Manager*, *Run The Gauntlet*, *Italy 1990*, *Crazy Cars 2*, *ATF* and many, many more! **Phone Kevin on 0324 25761.**

■ Wanted – *MF-Print* for ZX Spectrum +. **Phone Peter 0532 589512.**

■ Wanted – *Carrier Command* or *Midnight Resistance* for my *X-Out*, *APB*, *Batman The Movie*, *NZ Story*, *Op Thunderbolt*, or 15-20 assorted budget games. **Ring Luke on 0298 26746.**



It's the biggest supermarket in the Speccyverse and the bargs are literally falling off the shelves! Just feast your eyes at these tasty treats...

■ 13 popular games for sale (some no longer available!) including *Blue Max*, *Hunchback 2*, *Firelord*, *Fast Food*, *Saboteur*. Most on compilations – all for £10. **Phone Michael on 0703 4321115.**

■ For sale – *E-SWAT* £6, *Plotting* £5.50, *Klax* £5, *Chase HQ* £3.75, *Untouch* £3.75, *Forg Worlds* £3, *Red Heat* £3, *Afterburner* £2, *WEC Le Mans* £2, *Matchday 2* £2, *Quattro Power* £2, *Trivial Pursuit* £3.50, *Hobbit* £1. **Phone Anthony on 0295 263867.**

■ Loads of Speccy games for sale, from 50p to £2. Also books etc. **Phone Alan on 03985 438.**

■ 33 games, joysticks, interfaces for sale. Any price range. **Phone Michael on 0952 670044.**

■ Games clearout! Lots of games to sell - *Chase HQ*, *Hard Drivin'*, *Fighting Soccer*, *D Dragon 2*. Altogether £100 worth of games, sell for £30. Will split. **Phone The Terrible Trio on 4277 9686 between 4-8pm.**

■ 5 Speccy games including *Batman The Movie*, *Thunder Blade* etc. **For details phone Paul on 0539 72925.**

■ My *Robocop 2* for your *Shadow Of The Beast*, my *Dynasty Wars*, *Operation Thunderbolt*, *Gazza's Super Soccer* for your *Microprose Soccer*, *Fiendish Freddy's Big Top Of Fun* or *New Zealand Story*. One for one, originals only, no copies. **Phone Allan on 041 771 2871.**

■ Swop my *Road Blasters* (Kixx), *Bionic Commando* (Kixx), *Ghostbusters*, *Back To The Future* and *Overlanders* (Encore), for your *Turmoil* and *Transformers* (old budget). **Phone Gavin on 02612 2973.**

■ Swop *Gazza's Super Soccer* for *Operation Wolf* or *Dragon Ninja*. **Phone Daniel on 0272 835383.**

■ Look, I want *Narco*, *Fiendish Freddy*, *Chase HQ* (orig) and *Navy Seals*. I'll give *Wolf*, *Ghostbusters 2*, *Chase HQ 2*, *Untouchables* and *Robocop*. Don't waste time! **Phone Paul on 091 2668378.**

■ For sale – blank disks for the Spectrum +3, £1 each. Best of Elite packs 1+2 = £3.99. *Street Fighters*, *Soldiers Of Fortune*, *Deactivators*, *Flintstones*, *Atura*, all for £4 or £1 each. **Phone John 0272 690135.**

■ £225 of software for sale, including *Shadow Of The Beast*, *Robocop 2*, *Chase HQ*, *X-Out*, plus demos, freebies etc. Sell for £75 ono. **Phone Mark on 061 427 5352.**

■ I will swop my *Robocop* for your *TNT*, or, *The Biz* (original only). **If you would like to swop then phone David on 0985 215621.**

■ I will swop my *Moonwalker* or *Ghostbusters 2* for your *Strider* or *Strider 2*. **Phone Ben on 0633 421288.**

■ Kobrasoft SP6 tape – disk utility ideal for converting *YS* cover-mounted games with extra book for easier instructions. Brand new! Worth £20, would like £10. **Phone Mark on 0954 210668.**

■ Wanted – *Golden Axe* +3 disk, will swop for *After The War*, *Dan Dare 2*, *Winter + California Games* or *Golden Axe* cassette for *Winter + California Games*, *After the War*. **Phone James on 0778570 3381.**

■ Wanted – *Target Renegade*. Will swop for *Top Gun*. Is that a deal or what? **Phone James on 0778570 3381.**

■ Wanted – *Lords Of Chaos*, will swop for *The General*, *Myth* and *Fox Fights Back*. **Please phone Roger on 06031 788382.**

■ Wanted – *Ninja Remix*, *Last Ninja*, and *Double Dragon 2*. Swop for *Ikari Warriors*, *Hard Ball*, *Jump Challenge*, *Frank B Boxing*, *Chequered Flag*, *Rock 'n' Roll Wrestle*, *Fall Guy*. They're all originals. **Phone Shamim on 0420 80322.**

■ Spectrum +2 for sale, about £470 of software, will sell for £200. Games include *NARC*, *Golden Axe* and a lot of very recent games. **Phone Dennis on 0753 654099 between 6-8pm.**

■ Spectrum software for sale! Games from 1984 to 1990. Games include *Rainbow Islands*, *NZ Story*, *Gazza 2*, *UN Squadron* etc. **Phone Scott on 0903 713758.**



■ Wanted – games for Spectrum similar to *Knight Lore*, *Pentagram*. Will pay £45 for Spectrum 48K. **Phone 081 979 1569 after 6pm.**

■ Wanted – Speccy 128K, will pay up to £100. **Phone Owen on 05735 329.**

■ Wanted – *Road Runner*, *Last Crusade*, *Wonder Boy*. **Phone Andrew on 0443 775925.**

■ Has anyone got *GAC* or *PAWS* for *WEC Le Mans* and *OutRun*? Also wanted *Bubble Bobble* and *Chuckie Egg 2* for *Knightmare* and *Bomb Jacket*. (Originals only.) **Tel 0869 47223.**

■ I need a Cheetah Midi Interface for my Speccy 48K. Will pay £25, must be in good working order. **Ring Dave on 0322 229822.**

■ Wanted – Sigmasoft's Chack Pack! Will swop for *Chase HQ*, *Gold*, *Silver*, *Bronze*, *Winners*, or any. **Phone Mark on 0203 394738.**

■ Wanted – 48K Spectrum+ in good working order. No accessories needed. **Phone Colin on 0670 732218.**

■ I need MGT Two, Face Device. **Phone Andrew on 081 651 2529.**

■ Wanted – a Genius mouse with OCP Art Studio and mat and holder. I will pay good price or exchange software for +2 or +3. **Ring Eddie on 0706 376141.**

■ Anyone got a joystick interface (Kempston) they want to flog? Reasonable price paid but must be in good condition. **Phone Ashleigh on 081 208 2041 between 6-7.30pm (except Wed).**

■ Wanted – printer or disk price within interfaces. Will swop hardware utilities and software or any price. **Phone Michael 0952 670044.**

■ Wanted – *Battle Of The Bulge* and *Crete 1941*. Will swop *Black Tiger*, *Thunderbirds*, or *Star Wars Trilogy*. One for one, originals only.

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Phone Iain on 0628 666758.
■ Wanted – old broken or unwanted Spectrums and software for use by patients in Hackney hospital. **Please phone Alan on 081 985 5555 ext 8630.**
■ I'm looking for a printer for my Spectrum +2. Any helpers? **Phone on 0287 623693.**
■ Anyone got a game originally released in arcades under name *Q-Bert*, may be called *Er-Bert*, released about 1983/84? **Please phone Barry anytime on 081 2348 1302.**
■ Wanted – Centronics printer in working order suitable for Spectrum 48K. Any suitable make considered. Lowest offer accepted! **Phone Richard at work on 0895 51621.**
■ Wanted – *Pro Wrestling, Champion Wrestling*, or *WWF Wrestle* (game for Spectrum 128K). Will buy for £5. **Phone Wayne on 082 2625 492.**
■ Wanted – mouse and Artist II plus printer and lead for Spectrum +2, reasonable prices please. **Phone Stephen on 0785 823003.**
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NIGHTSHIFT

USGold



£10.99 cass only

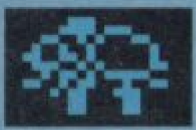
Jonathan Have you ever been in the position where you really haven't a clue what's going on? (Not even the faintest inkling.) Like when you wake up halfway through an episode of *Twin Peaks*. Or you're in the middle of making a packet-mix cake and you realise you've thrown away the instructions. If not then your first game of *Night Shift* will come as quite a revelation. It's just like that, only worse. Hundreds of times worse.

LEMMINGS

For some reason, from Level 3 onwards, lemmings appear and start giving you hassle. There are 2 sorts – male and female...

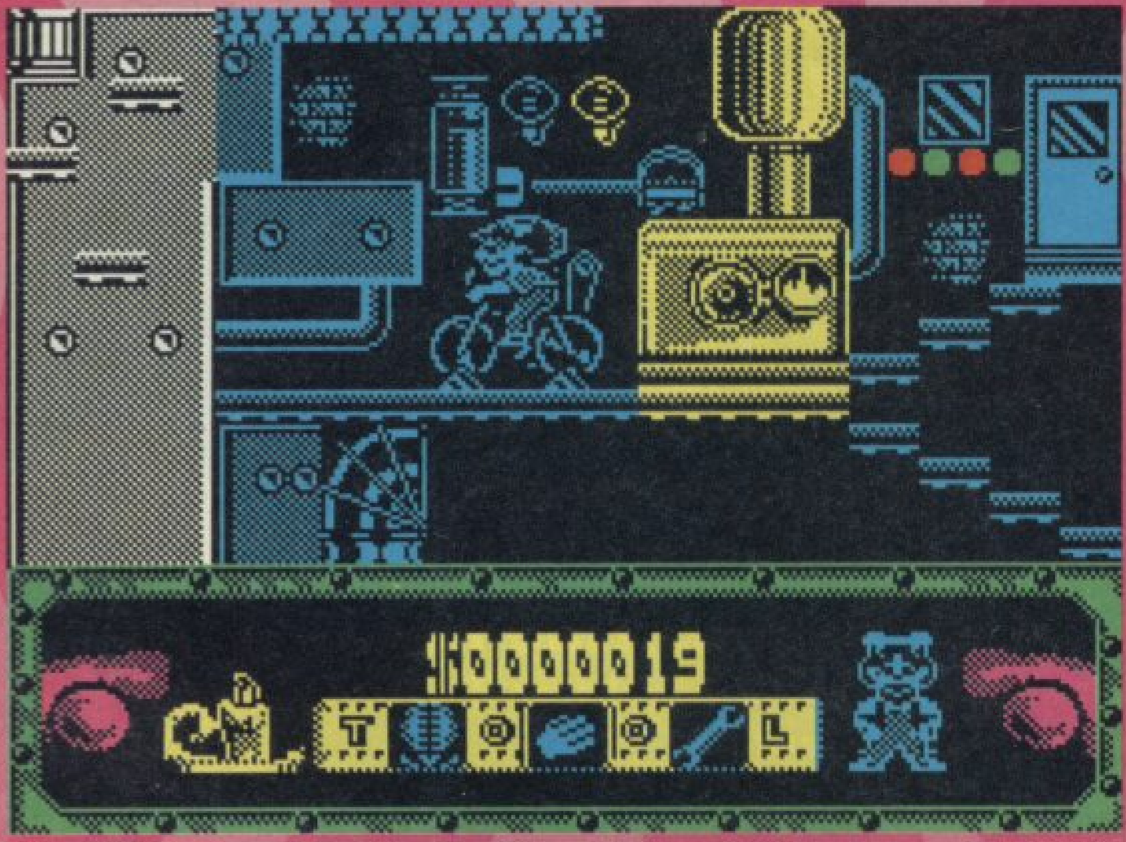


CLIFF Throws switches, unplugs things and causes no end of trouble.

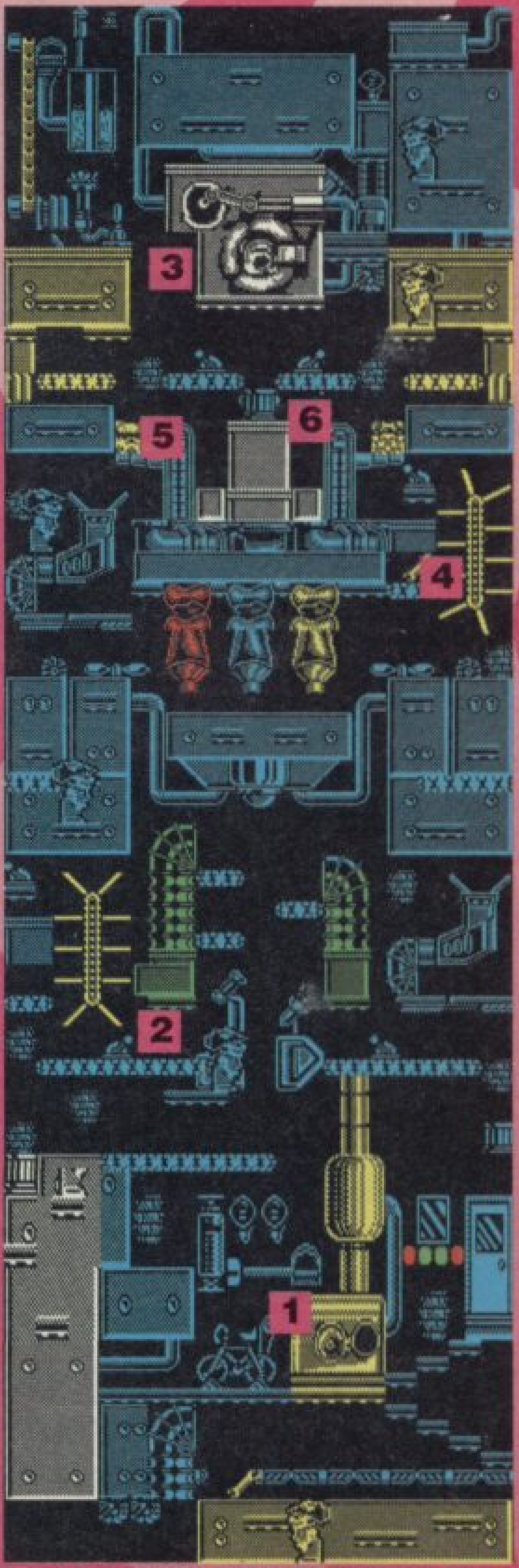


JODEE Keeps hugging you, a bit like a leech (only furrier).

They're best combatted by kicking them, trapping them or hoovering them up.



Fred hops onto his 'bicyclette' to create enough pedal-power to start up the furnace. (Waggle enough and those 2 bulbs above your head begin to flicker on and off.)



1. Get on your bike and do the business. 2. Make sure the switches are working in harmony. 3. Plugs – kick them to make sure they're firmly in their sockets. 4. A spanner – pick it up for extra points (and it might come in handy later). 5. This is the head mould for a toy. 6. And this is where it goes.

Right from the outset it's been designed to be confusing. It soon becomes apparent from reading the first few pages of the instructions that you're in charge of a large machine (called the BEAST) into one end of which are put raw materials and out of the other emerge dolls of various shapes and colours. At the beginning of each shift you're given a production quota to be achieved – any dolls produced past this mean extra pay.



Wh r's th ' ' gon ?

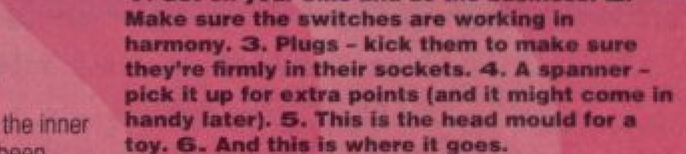
Easy enough? Ahem. Although the inner workings of the machine have been clarified since the game came out on the 16-bits they're still pretty tricky to get your head round. Suffice to say that it's split into various components which each perform part of the manufacturing process. To make things harder, whoever wrote the manual has decided to miss out all the 'e's and even leave out pages. Amusing or irritating? I'll leave it to you to decide. (But it annoyed the hell out of me, I'll tell you that for nowt.) There is some compensation. To start off with most of the machine is automated, leaving you to deal with the 'simpler' bits and pieces. All the same, your first few games are likely to consist mainly of head-scratching, chin-rubbing and quite a lot of swearing.



GET FRUITY!

Just for you, here's a couple of level codes...

LEVEL 2	Cherry Banana Banana Lemon
LEVEL 3	Banana Cherry Pineapple Blue Thing
LEVEL 4	Pineapple Lemon Pineapple Pineapple



Pick your partners! (Not that it makes a blind bit of difference to how you play the game of course.)

PICKY-UPPY THINGS
And what they do!

SPANNER	MATCH	BALLOON
Tightens nuts.	Lights things.	For going up.
UMBRELL	**TRAP**	**HOOVER**
A For going down.	For catching lemmings.	For sucking them up. *(I say! Ed)*
$	**CANDLE**	
Your score.	Time counter.	

Once you're past that first initial hurdle (which isn't helped by some very unclear graphics in places), and dolls start rolling off the production line to the accompaniment of a range of clunking and chuffing noises, things get a lot more interesting. There's lots of dashing about to be done, switching conveyor belts backwards and forwards, pressing buttons, adjusting valves, collecting stuff and generally keeping an eye on things. And that means testing your platform gaming skills to their limit over the 3 or 4 vertically-scrolling screens that contain the machine. Things gradually get tougher and tougher as more and more is left under your control (so it's probably just as well there's a password to each level). *Night Shift* positively oozes playability, and secretes quality for that matter.

So crap it's not. A deluge of corkingly original ideas and slick execution throughout make it as near as dammit an essential purchase. In fact, if it wasn't for a faint question mark over its addictiveness *Night Shift* would be a Megagame for sure. But it's not. Missed it by a pinch as they say. (Sorry.)



No, it's not toothpaste! These are your tubes of paint. Be sure to keep the paint vats clean or the paint will be ruined. (Oh no!)

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
90°	83°	80°	35°

DIAGNOSIS
Seemingly impenetrable factory game that's actually jolly good indeed.

89°

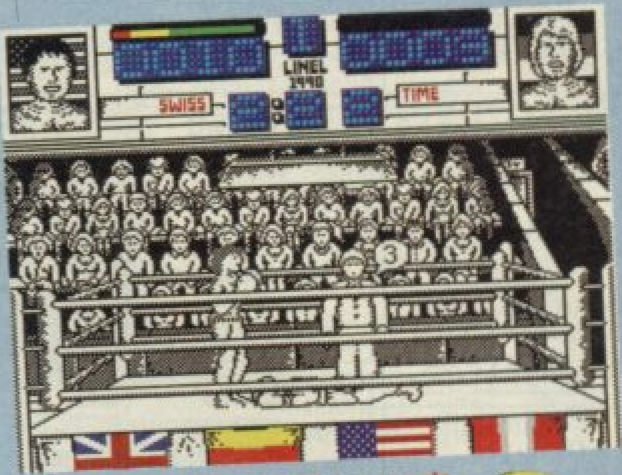


Linel Cass £9.99/Disk £14.99



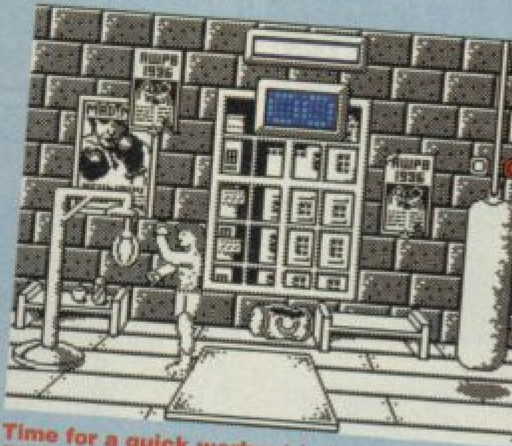
Linda Oh dear, I'm such a crap boxer. Y'see, I've never had to learn how to fight because I've always had my brother to protect me. He once tried to teach me how to throw a punch but gave up after a while (he was laughing too much). But not being able to land a left-hook in real life makes no difference to a computer, for all the Speccy knows I could be Barry McGuigan. In fact, after having played *The Champ*, I think I might be.

The Champ is a simple, straightforward (boring) boxing game. There's no management bits, no starting at the bottom and fighting your way to the top, no nasty bruises, no saliva-drenched mouthguards, nothing. All *The Champ* has to offer is a quick left-right and some nice graphics. With a few (major) changes, it might have been quite a nice little player. But as it stands, it's a bit average (and that's being kind).



He won't be getting up! Those people look a bit shocked. Maybe I hit him below the belt (or something).





Time for a quick workout before the match. I'll just pretend this ball's some guy's head.



Real men don't skip!

Okay, let's start at the beginning (you know it makes sense!). There's some pretty pictures accompanied by a fanfare and then the options. There are quite a lot of these but they're all pretty boring. The only exciting bit is choosing who to be. I was a bit fed up with being Linda so I opted for Toni Biggs, a name which has just the right hint of criminality and a continental flavour too. Once you've sussed out who you are you can roll over to the gym. The gym's a bit of alright actually. You can skip (practice your rope skills, I mean – real men don't skip) and have a go on the punchbag and speedball.



Oh dear, I didn't mean to hit him that hard. I don't know my own strength!

The graphics are one of the (few) good things about *The Champ*. They're mono but very cartoony and you can actually tell the difference between yourself and your opponent. In the gym, all the accessories are nicely delineated and everything moves quite smoothly too.

After a bit of a work-out you'll be just about ready for a bit of a spar. This involves you and, erm, someone else having a bit of a go at one another in the gym. This is a good time to test your moves and work out your left-hook from your right. Look out for the punch-in-the-stomach move, it's the best one (even if it does look a bit like hitting below the belt!).

Out!

I was hoping that the action would hot up once I got into the ring. But alas, 'twas not to be. I (or rather, Toni) climbed through the ropes and (apart from the sea of faces) everything was pretty much business as usual. That's to say, I knocked the other fella out within 4 rounds. Peasy or what? And there I was, looking for a right old barney!

So basically, *The Champ* is a bit of a no-no. (Although the 2-player option might be a tad more interesting than the bash-the-computer mode.) The game's major weakness is the fact that it's so preposterously easy. Without any instructions, I loaded it up, found my way around the option screens (the difficult bit) and proceeded to win a match. Twice. Which only goes to show that, without a shadow of a doubt, I am Barry McGuigan.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
57°	73°	56°	57°

DIAGNOSIS
Weak boxing sim completely lacking in the excitement dept.

58°

BARGAIN BASEMENT

It's damp and it's dark
But it's always quite merry
When you're locked down the cellar
With PILLAR & PELLEY!

F1 TORNADO

£2.99/Zeppelin

72°

Rich There's a rather unfortunate plot to go with this one involving you, in a F1 Tornado, taking off from an aircraft carrier situated on the edge of the Gulf, and flying through enemy territory shooting down planes and bombing things on the ground. A big "ahem" for Zeppelin, but merely a left-to-right scrolling shoot-'em-up for the rest of us.

But is it any good? Well, yes, it is, although it is admittedly very simple. The baddies consist of planes which fly across the screen with no fancy movement patterns or anything (just straight), and have to be shot down or avoided. There are also gun turrets on the ground and on the back of ships which fire at you – these are best shot from low range or bombed. But you can only bomb them if you've picked up the bomb add-on weapon en route. Other weapons available are reverse fire, double fire, speed-up, and heat-seeking missiles (which I would imagine are pretty self-explanatory) which only last for a limited amount of time.

Er, what else? Well, the graphics are nice – big, chunky and monochrome which seems to suit the game somehow. There are some nice touches too like the difference between your bullets and the enemy's (which makes things much clearer and would do wonders quite a few other shoot-'em-ups). As I've said, this is a very simple game, making it spookily addictive to begin with, but as not much changes throughout, you may lose the incentive to play before you've got particularly far – we're not talking *R-Type* status or anything. But then again, if you've got a soft spot for shoot-'em-ups, and you don't like yours particularly hard, then I'd say this is certainly one worth 'checking out' (if not buying).



Wahey, chunky boy! Time to smile for the camera! (KABOOOOOOOOOM!!!)

KICKBOX VIGILANTE

£2.99/Zeppelin

24°

Rich "Oh dear." I'm afraid that's all I have to say about this one. See you next month...*(Oi, come back. Ed)* Okay, it's a straight hand-to-hand beat-'em-up, like *Way Of The Exploding Fist, International Karate, Yie Ar Kung Fu, Barbarian* and absolutely countless others And that's the main problem – it is exactly like countless others, offering nothing new to add to the world of the beat-'em-up at all.

8 or so move are available, merely punches kicks and a headbutt (ie nothing

AFTERBURNER

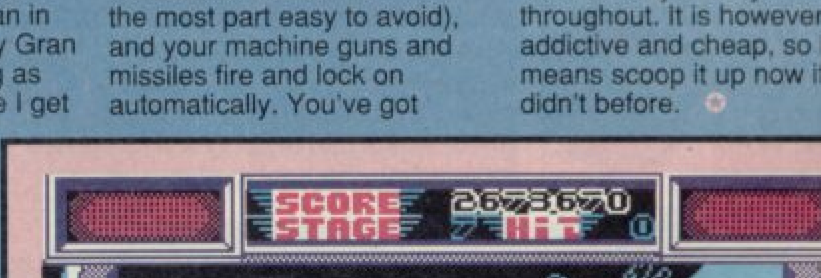
Hit Squad/£2.99

78°

Rich Let's face it, the only reason you're reading this review is because you've got nothing better to read – not because you've never heard of *Afterburner* and want to know what it's about. I mean, everyone's heard of *Afterburner*! I even had an in depth discussion with my Gran about it once! But seeing as the more I write the more I get paid, let's have a quick recap.

On first play, you'll probably think "wow" and go around annoying your family by telling them how good this new game you've just got is, and then wondering why from then on every time you enter a room everyone else suddenly leaves. The graphics, if a little lacking in any colour whatsoever, chugg along at a cracking rate, and your plane dips and dives, turns and rolls as you fly into the screen very effectively. Hoards of baddies zoom at you, you fire your machine gun at them, then lock on and despatch a missile or 2. There's then a convincing explosion and a 128K explosion-type-noise (or 48K beep).

But this is just about all that you *can* do – for level after level. It's very easy too as there's nothing you can crash into (not even other planes – you can only be hit down by enemy missiles which are for the most part easy to avoid), and your machine guns and missiles fire and lock on automatically. You've got absolutely tonnes of lives too, so games tend to be pretty lengthy. Okay, so there are loads of levels (which load in a few at a time), including various (automatic) re-fuelling sequences, and a natty bit where you have to fly though a big canyon, but the gameplay does remain very samey throughout. It is however very addictive and cheap, so by all means scoop it up now if you didn't before.



1 There's a variety of enemy planes – these are the nastiest as they fire both missiles and bullets. 2 Ammo is limited, and shown here with a big missile representing 2 rows of little ones. (Your stock is of course replenished when you refuel.) 3 You.

interesting), but I found that it didn't really matter which ones you used (although you do have to be a bit picky if you want your opponent to be injured in any serious way). Talking of baddies – there are 4, each with different skills (apparently), and the last 2 are armed with a whip and knife respectively. Each one has to be fought twice without replenishing your energy in between (tricky!). One rather strange point which you may like to know is that despite the fact that I practised for absolutely ages, I didn't get any better and couldn't get any further into the game than when I started – which either goes to show that there's something decisively weird about me, or perhaps the game as a whole.

And that's about the size of it, really. Admittedly, some simple and almost old-fashioned games are cheap and refreshing compared with the complicated multiload full-pricers of today (of which of course the Zep's *F1 Tornado* is a prime example), but sadly, not this. It's boring, repetitive, unoriginal and really is a complete load of, to coin a phrase, crap. ✪


Come on now, boys – 1, 2, 3, 4, bend those knees!

DEFENDERS OF THE EARTH

£3.99/Hi Tec

64°

Rich According to my back issue collection, Rich Pelley reviewed this one as a full pricer a mere 10 issues ago, and according to the name tag my Mum's sewed onto the back of my shirt, that seems to be me.

Apparently, I reckoned it was quite good, with excellent graphics and fast-moving gameplay, but perhaps a tad too tricky for its own good. And that's exactly what I think now, because it really hasn't aged at all in the last 10 months as we haven't had too many games like this in recently. In fact it could have easily been released as a full-pricer now (if it hadn't been already) without hardly a complaint (apart of course from that complaint of it being too hard). *(Get on with it, Ed)*

The plot involves some goodies, the Defenders of the Earth (Flash Gordon plus 3 chums), and a baddy, Ming the Merciless, who has abducted and threatened to kill the Defenders' children to deter them from interfering with his plans to take over the world.



You take on the role of Flash, who has to single-handedly make his way through the flip-screen dungeons where the children are being held.



1 Extra energy. 2 Your chums. 3 A nasty looking pit. 4 You. 5 Another nasty looking pit. 6 A baddy.



The baddies come at you from both sides and require some jumping, ducking and running away to avoid or hit, although this is rather difficult as they move faster than you. You can only spend about 6 seconds on each screen before the intruder alarm goes off and your energy frantically starts draining – so games have to be played fast and are usually pretty short too. Other hazards include pits and rivers which have to be jumped over, and large monsters which take lots of hits and lives to destroy. All in all, it's not particularly easy.

And the fact that it's 'not particularly easy' is the biggest problem because although it's initially a very addictive game, you'll probably get bored very quickly and give up out of sheer frustration. A better add-on weapon system would have enhanced things enormously – super-laser, machine guns, grenades and stuff lying about would be far more use than the pathetic gun re-charger which is all that's on offer, and would allow you to progress much further into the game and enjoy it a lot more. You can call the help of one of the other 3 Defenders when necessary (to open a door or something), although to be honest this doesn't really add much to the game. This could have been an ideal opportunity for a few sub-games of something to break up the frantic speed of things a bit.

So, it's technically very impressive but a bit hard with not enough to do because, despite the different scenery, the gameplay doesn't change at all. Much the same sort of thing as I said about it last time in fact, so it can have the same mark as well. ✪

CONTINENTAL CIRCUS

Mastertronic Plus/£2.99

62°

Jon Probably best known for the joke related by JD when he reviewed it all the way back in issue 47. Apparently it should have been called *Continental Circuit* but there was a bad telephone connection. Ho ho! Ho hum. The joke wasn't very good, and spookily neither was the game. (JD gave it 60%.) Has it done a *Red Dwarf* and improved with age? Er, no. Your basic drive-against-the-clock jobby, it has a fair smattering of good points (8 tracks, pitstops, the way your momentum can carry you over the line after time's run out, rainstorms, a credits system) but these are, alas, outsmarted by the bad bits (truly horrid sprites, the way the opposition frequently rams you before you can get started, the ridiculously severe time penalties and the general feeling you've seen it all before). Obviously a better buy than first time round, and okay if you're desperate for (yet) another racer, but it's a 'not that' game. You know, not that fast, not that playable, not that good... (oh dear). ✪



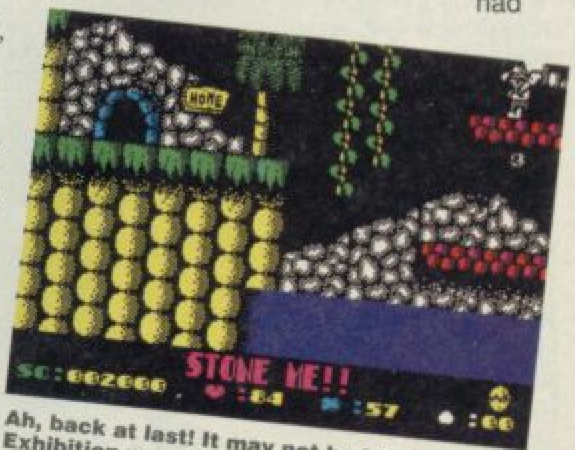
"Come in, Car No 55, your time is up! Please proceed to the pitstop!" (I never thought they'd ask.)

CAVEMANIA

Atlantis/£2.99

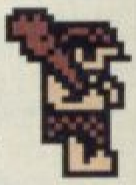
70°

Jon Remember those Game & Watch electronic cards that everyone thought were the bee's knees a few years back? They always had



Ah, back at last! It may not be Ideal Home Exhibition material but at least it's cozy!

some simple task to perform, like closing manholes or collecting pancakes, and they repeated it infinitely, as it got harder and harder. Well, now you can relive those days with *Cavemania*! As Ug the Caveman you have to scarper across the 3 flip-screens of your island home to a Pterodactyl's nest, steal some eggs and bring them back for your dinner, on the way leaping the roaring river, dodging the erupting volcano, bashing the land-based dinosaurs with your club and chucking rocks at the flying ones before they swoop down and dump you in the drink. Make it back with 3 eggs (you can only carry one at a time, and don't break it!) and you can proceed to the next island, with more water, more lava etc, etc. It may be wrapped up in small cute graphics and given the typical Shaw Brothers' polish, but very quickly it's z-time. Harmless, pointless fun – the kind of game you'd play on a Sunday afternoon, when you can't face that English essay and your brain's running on auto.



THE REAL GHOSTBUSTERS

Hit Squad/£2.99

80°

Jon About as real as Gordon the Gopher. The spooksome foursome lend their name to this one- or 2-player re-released shoot-'em-up which pits you against the biggest



Eurgh! It's Slippery Mr Slime Monster! (He looks as though he needs a bath, that's for sure!)

collection of ghastly 'Things' seen outside *The Evil Dead*. Memorable the first time round for the fast full-colour graphics (which, being well-designed and thankfully clear, still look good) the basic idea is to progress through the 4-way scrolling landscape, zapping the Things with your proton gun, then for extra points capturing the resultant ghosts with the proton beam attachment.

Naturally, some of the Things are too powerful for the gun, and equally naturally, the proton beam has only limited energy, so sniffing out the hidden power-up icons has a rather high priority. Battle through to the giant end-of-level nasty and then it's onto the next (multiloaded) level. For one player it's good but not great, as rushing around blasting everything in sight can get pretty repetitive. What saves *TRG* is the sheer variety of Things – there is nothing quite like legging it away from a couple of demons cos your gun is empty, rounding a corner and running into 20 or 30 slobbering zombies. For 2 players, let's ask our sample second player, my sister Rachel. "In 2-player mode the game is 17 times better, with the best co-operation-or-competition element since *Gauntlet*. The program can get a bit confused at times though, jamming player one when player 2 hits an obstacle, and the multiload's more annoying than the music from an ice-cream van. Oh, and it wouldn't load in 128 mode and the control keys on the inlay are wrong." Thank you, Rachel. So it's a big thumbs-up for *TRG* there (the 2-player part at least). "Can I have my money now?" No. (Slap.) Ouch!

POPEYE 2

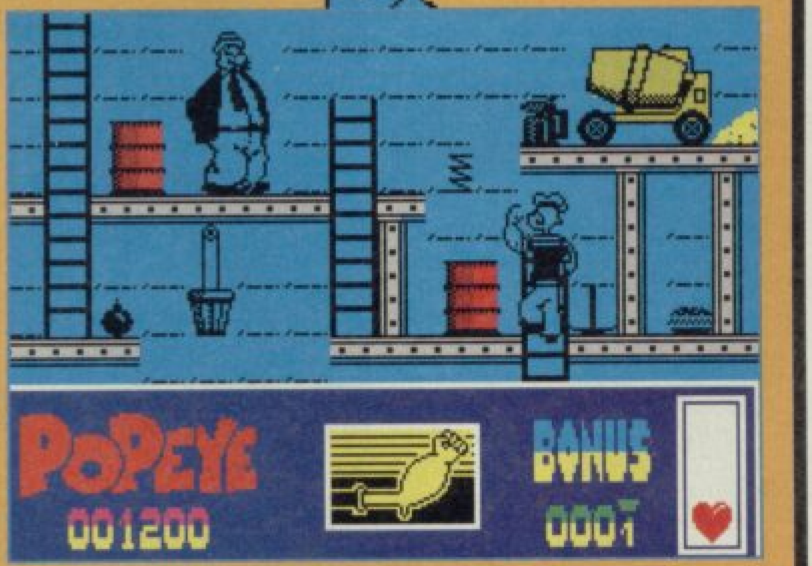
Alternative/£2.99

95°

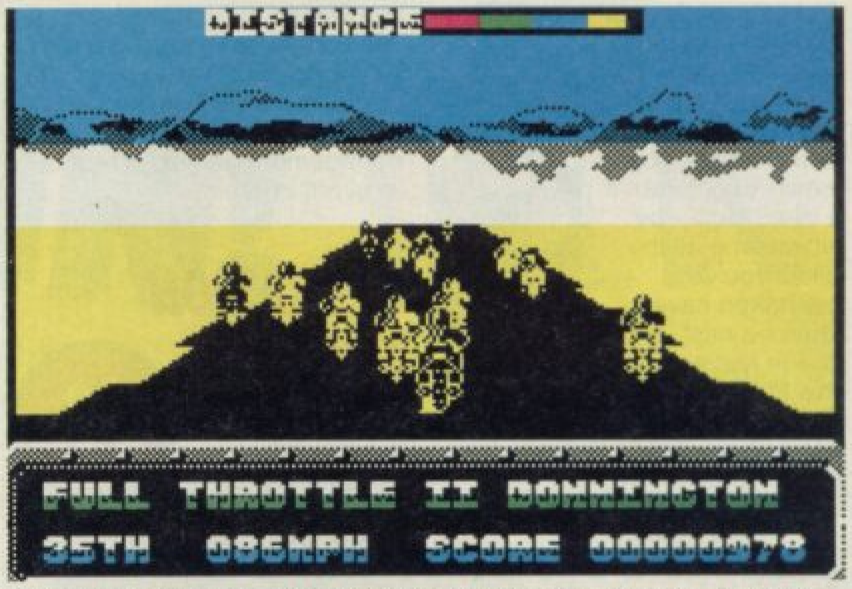
Jon Despite the title, this is in fact the third game to be based around the sailor and spinach junkie, because as well as Don Priestley's colourful puzzler there was an unconverted arcade original (which gobbled a few of my 10ps in its time, fact fans). Anyway, in *Popeye 2* (or *3*, if you see what I mean) Brutus has kidnapped Olive Oyl (again) and as ol' Chubby Chinney himself, you have to work your way up a vertically-scrolling scaffolding arrangement to rescue her, avoiding everything your rival throws at you. Lots of games make the claim, but this is one of the few that really are of "cartoon quality". The basic idea, involving platforms and ladders, barrels, bombs, blow-torches and fireballs, is like a loonier *Donkey Kong*, but when you add some wonderfully detailed graphics and the kind of gameplay that's as smooth as Captain Picard's head then you come up with something that's corkier than a room full of wine waiters. Using the licence to the full, all the Popeye characters put in an appearance – Wimpy won't let you pass unless you placate him with hamburgers, the Goons pop up for a biff or 2, Swee'pea crawls around falling off things, and the Jeep – well, it seems the authors couldn't quite remember what Eugene was famous for, cos he just hangs about not doing much. Mix in bouncing springs, re-igniting bombs and heavy weights that drop on you if you stand around thinking too much, and you've got the funniest game since *Cliff Hanger*. And the best bit is, if you do manage to get to the top and rescue Olive, there are another 3 levels to beat. At full price this would be a borderline Megagame – as a barg you'd have to be stupider than 2 short planks who'd just failed their GCSEs to miss it.







Watch out for the cement mixer, Popeye! (He'll never get anywhere if he spends all his time admiring his pectorals!)



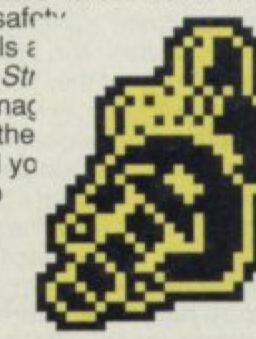
On yer bike, Elvis, and let's burn some rubber! (The Surbiton Savages trundle off into the country for a leisurely Sunday afternoon ride.)

FULL THROTTLE 2

Zeppelin Games/£2.99

75°

Jon From the author of issue 63's Reader Covergame *Earth Shaker* comes the sequel to a game so old that when it was originally released, Rich's flares were in fashion the first time round. A motorbike racer, *FT2* challenges you to qualify against 39 other riders on 8 famous circuits from Donnington to Sweden. These are modelled using the 'Gravity Variation System' to ensure authenticity, and what this means is that if you roar off the starting grid at 200mph (as I'm inclined to do) you'll go screaming off the track at the first bend, since this is what would happen in real life. Control is the name of the game here, the ability to know when to pour on the speed, and when to, um, pour it off. (You need to be a cross between those riders in the 1970s saf[illegible] commercials [illegible] bloke from *St[illegible] Hawk*!) Manag[illegible] to finish in the first 30 and yo[illegible] progress to the next track, with the qualifying position upped by 5. And so on. All this is good fun, with small graphics and typically



fast 3D scrolling, bu does seem overly harsh on bad riders (like me). If you collide with another bike, you slowly decelerate t a dead stop – by which time all the bikes you've overtaken have zoomed past, and you're last again. It this frustrating penalty that stops *FT2* hitting the high notes, but overall it's a debut which earns Mr Batty a hearty hurrah. HURRAH!



2-PLAYER SOCCER SQUAD

72°

Cult/£2.99

Jon A management game. (I thought there was something missing from Barg Basement!) Not only that, but a 2-player management game. Intrigued, I collared a friend, and we settled down to play... (Much later.) Phew! Right – the 2-player option is a cunning idea, adding a much-needed element of competition to what is essentially a lonely genre. Much enjoyment can be derived from watching your opponent head towards the bottom of the league (as long as you don't follow suit) and when your 2 teams meet, it can get quite, er, loud. However, it does mean that while one player is managing his team, the other has to turn away (since scouting an opponent's strengths is a vital feature). The actual mechanics of the game (which, as a pleasant change, simulates a fictional 'superleague' rather than an actual competition) lean heavily towards lists of numbers and 'Please Wait' messages – it's Basic time again, folks! As usual the 'Feature Included' blurb runs to 30+ items ("38 game season... 400 footballers... disciplinary points... own goals... and much more") and if that '2 Human Players' sign wasn't there I'd say this was competent but uninspired. However, with that extra player it gains a bit of bite, so I'll say, it's a very enjoyable management game! (Which is an event in itself.)



Well, it's not our fault we've got to show a screenshot for every blessed game, is it?!

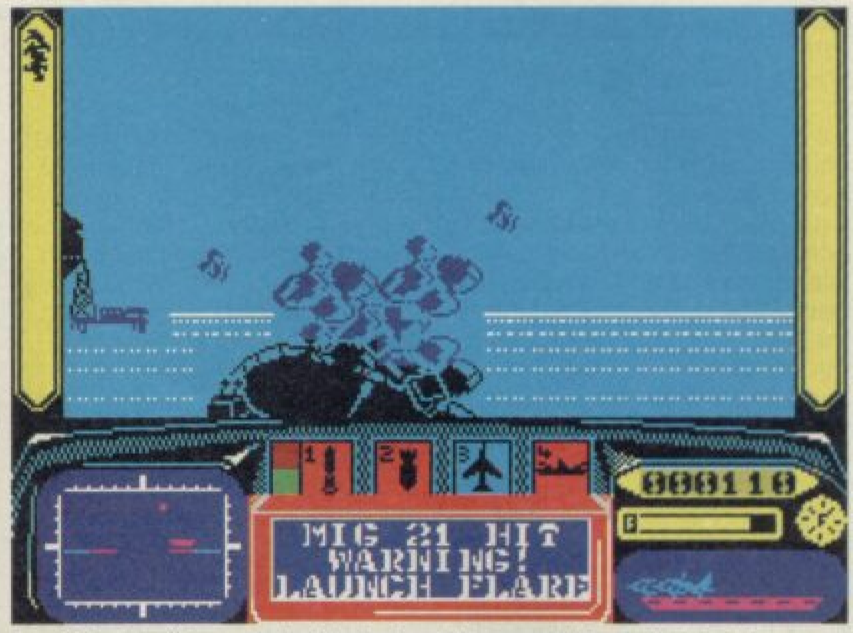
OPERATION HORMUZ

69°

Alternative/£2.99

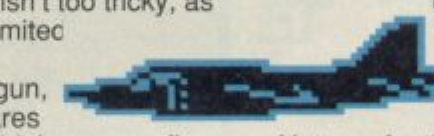
Jon If you're a bit of a fan of flip-screen arcade adventure type games, then *Operation Hormuz* may come as a bit of a disappointment. Probably because it is in fact a flight sim.

It's a bit of a weird one actually, as you view your plane from the 'outside' rather than the more usual 'inside'. The idea is to fly around (controls are conveniently simple – Roll Up/Down and Loop Left/Right), and bomb important military and naval shipping areas along the Straits Of Hormuz (whoops – there we go again!) in your McDonald Douglas VTOL (a sort of Harrier plane I think). This adds a rather large shoot-'em-up element to the thing as well.



Gosh! Looks like somebody's just got blown up! (Doesn't stop the explosion from looking like a load of horse droppings though, does it?)

Your plane handles well, and the graphics depict your movement pretty convincingly, including taking off (from your starting Carrier), flying and turning, although we're hardly talking *Fighter Bomber* standard or anything here. Taking care of enemy planes isn't too tricky, as you can use (limited and bombs, or your machine gun, and release flares to avoid being hit by enemy fire (the computer tells you when you need to do this). You can withstand quite a lot of blasts so you'll thankfully be able to stay airborne without getting shot down every 2 seconds.



The missions are simple – fly around until you come to an airbase, bomb the silos and then the rest (this needs considerable practice – best taken very slowly), re-land on your carrier the other side (to re-fuel and re-arm) and then do the same again. It's quite exciting at first, but the novelty soon wears off, as this is all the game really consists of with no major changes although admittedly it certainly gets a lot harder).

Not one for the true flight-sim addict (not enough keys for a start), and not one for the frantic shoot-'em-upper either as a considerable amount of practice and thought is needed throughout. But perhaps worth a look for everyone else – just don't expect to be gripped for too long.

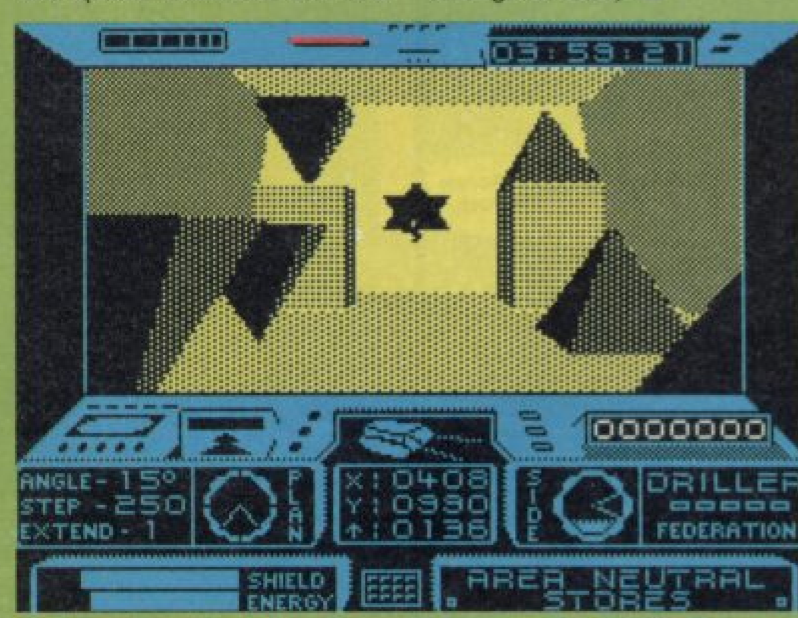
DRILLER

97°

Hit Squad/£2.99

Jon Who needs the chunky headsets and funny gloves of Virtual Reality? Strap a pair of binoculars to your eyes, slip on a mitten and for the sell-your-grandmother price of £2.99 you can experience Freescape and explore a whole world. The game that received more praise than most Roman gods, *Driller* drops you onto a small, gas-bloated moon that is doomed to be hit by a meteor in mere hours, and which will destroy your home planet in the ensuing explosion. Your mission, should you choose to accept it (as if you had any choice), is to seek out and relieve the gas build-ups with your trusty drilling rig (and not a giant packet of liver salts as you might expect).

As with the other Freescape releases, it's not a question of the game becoming dated – when you get frustrated by those tricky puzzles (and those damn laser beacons) you can just wander around the planet and be amazed. (Although after a 5-hour session you do get the urge to see what your furniture looks like upside down and from the back.) What else can I say? *Driller* has been a Megagame, is a Megagame and will always be a Megagame. So stump up those 3 shiny coins and grab yourself a piece of Speccy history (and get a penny change to boot).



And once Incentive's brand-new *3D Construction Kit* hits the streets then *you'll* be able to create games like this too! (Sort of.)

WIN! WIN! WIN!

A SUPER-FUNKY-FRAGILISTIC YAMAHA ELECTRONIC KEYBOARD! PLUS! 15 NIGHT SHIFT T-SHIRTS AND POSTERS!

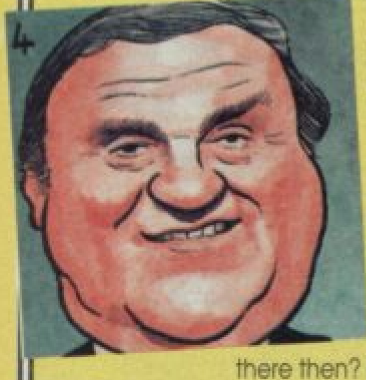


Flipping heck! Time was when working nights meant sitting on your tod for 8 hours, watching the telly and eating banana sandwiches. But not any more, Spec-chums! Or at least not according to US Gold's brand-new *Night Shift* anyway.



It's a rather stonking arcade puzzler in which you've got to tend to this vast machine called The Beast which produces lots of little toy Indiana Jones' and Luke Skywalkers and things. Er, except that it doesn't! At least not until you've got it up and running and started dashing all over the shop making sure it doesn't break down! It's a nighty! (To coin a phrase.) And guess what – we've got a review of it right in this very ish! (So go and have a quick shifty, why don't you, and then come back and we'll tell you all about the prize.)





Blimey! That was quick

Hokey-dokey. So how many budding little Neil Sedakas have we got out there then? Mmm. Not many. Er... Adamski? A-ha! That's better – and pretty fortunate too really cos our first prize tonight is an incredibly expensive (and just as incredibly street-creditable) Yamaha PSR-38 Electronic Keyboard! Lawky O'Rourkey! It's got (deep breath) 61 full size keys, 24 PCM rhythms and 100 DASS voices (with dual voice mode giving off 5050 variations), keyboard percussion, twin speakers, chord memory, 20 lower voices, single or fingered chords and (pant, pant) countless other very, very impressive things besides. (And no, we haven't got a clue what any of them mean either!)





But that's not all! Oh no, missus, cos also up for grabs are 15 runner-up *Night Shift* T-shirts and then after that 15 runner-runner-up posters of the game. It's so exciting you won't be able to sleep for weeks!

So how do I win then, Mr Speccy?

That's what we like. Short, snappy and straight to the point. *(Get on with it. Reader's voice)* Ahem. Okay, have a look at these pretty little pictures. As you can see, we've rounded up 4 superstar piano players along with their very own personal instruments (oo-er) – but wait! Everything's got muddled up and we're going to have work out which piano belongs to whom! Or at least you are.



So if you think Piano C belongs to Elton John then just write a 'C' (that's a – 'C') next to Number 1 on the coupon and, by Jingo, you're a quarter the way there! Finish that off, cut out the coupon, stick it onto the back of an envelope and address it to *There'll Be No Tinkling Over The Ivories In This Compo Thankyou Very Much* Compo, *YS* Compos, 29 Monmouth Street, Bath BA1 2BW.

And this amazing offer can only last until May 15th. Bon chance!





Rules

* If anyone from Future or US Gold tries to enter this compo then we'll slam the keyboard cover down over their fingers!
* The final curtain's on Wednesday 15th May 1991.
* Andy says who wins and who doesn't, so mess with him and it'll be 'Goodnight Vienna' for you, matey!

Go on then – gizz the prize! I know my Steinways from my Bechsteins and I think the answers are...

1 owns Piano ....
2 owns Piano ....
3 owns Piano ....
4 owns Piano ....

My name is

....

I live at

....
....
....

(And my favourite kind of McDonalds Chicken McNugget sauce is

..............................)

HERO QUEST

Gremlin/£10.99 cass/£14.99 disk



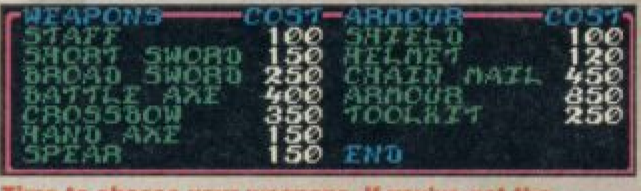
James **A horrible, hideous evilness has befallen the land. Nasty things are occuring every day, and people are getting concerned enough to write off to *The Times* about it. It's time to dust down some Heroes.**

But who ya gonna call? An Elf, a Barbarian, a Wizard and the obligatory Dwarf, that's who. These are the intrepid *Hero Quest*ers who are suddenly dumped into The Unpleasant Dungeon of Morcar, where they must complete up to 15 spooky quests, involving killing various creatures, finding secret treasure and rescuing people too pathetic to rescue themselves.

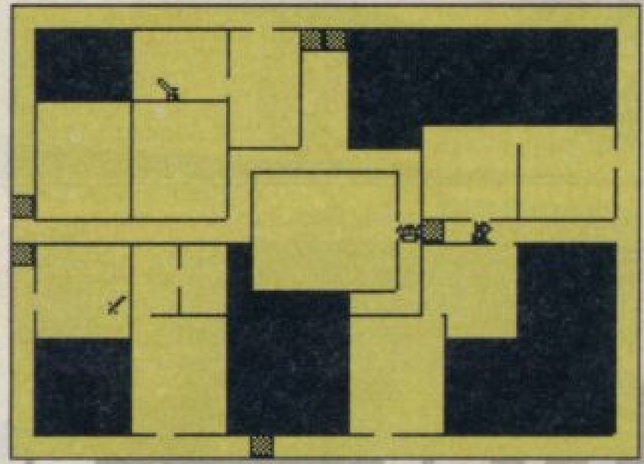
Each character can be controlled by a different player, and on the earlier levels the dungeon is mapped out for you (which makes things nice and straightforward because you can't get lost). Each bloke starts off at a different corner of the 'board', then there's a random dice roll for each and they trog off in any direction they want.

Now listen carefully – this is important. Each character has one action and one movement per turn. The movement can be as many squares as he's rolled, and the action may be carried out before or after the movement, but not in the middle of it. An action can be a fight, casting a spell, searching for traps and hidden doors, and searching for treasure (which is the best of the batch).

The maze has lots of rooms, contents unknown.



Time to choose your weapons. If you've got the dough (treasure or whatever), you can increase your combat power by up to 100%.



The Dungeon map. It's got a rather nasty one-way system, and you can't see the traffic lights. (Anyway there's probably a motorway there now.)



While the Barbarian's searching a room an orc suddenly appears and attacks him. Chop him up with your next go!

THE FEARLESS FORCEFUL FOUR



WIFWAF THE WIZARD **His body strength is only 4 (because he's old and weedy) but his mind is 6. This takes into account all the magic that he can blast at people he doesn't like.**

His weapon is a staff which oozes magic power. It could also give you a nasty bruise on the head if he knocks you with it.



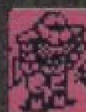
BOGROL THE BARBARIAN **His strength is a whacking 8, but his mind is only 2. He can rip orcs apart with his bare hands, but would be hard pressed to remember his own name (which is probably just as well).**

He uses a huge long sword to slice his enemies into wafer-thin segments which then float gently down to the floor.



PIGROL THE ELF **His body strength is 6 and his mind is 4, which means he's not too bad at anything really.**

He uses magic, but up to the same standard as the Wizard. He also stabs people with a long carving knife-type of weapon.



LOGROL THE DWARF **His body strength is 7, so he's a tough cookie to beat in an arm-wrestle. His mind strength is 3, which means he doesn't do much long multiplication. He uses no magic, preferring to chop people up with an extremely sharp axe.**

JAHANGIR KHAN'S WORLD CHAMPIONSHIP SQUASH

Krisalis/£9.99 cass/£14.99 disk (128K only)

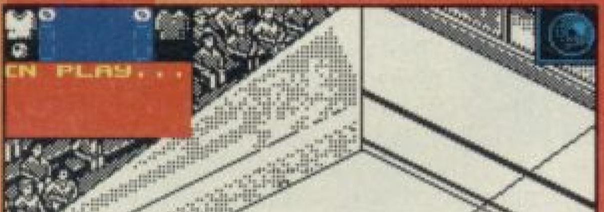


James **So just who is this Jahangir Khan chappie then? Reckons he's a squash player does he? Well, I'll show him a thing or 2! (*He's World Champion actually. Ed.*) Oh. Er, perhaps I'll just have a quick G and T at the members bar instead then. (Ahem.)**

Anyway, just to recap, back in 1984 there was a game called *Jonah Barrington's Squash*. It was by a company called NewGen, it was pretty spookalicious, and it boasted some rather nice 3D views of the 'on-court action'. Well, now Krisalis have obviously decided that a follow-up's well overdue, and *JK's World Championship Squash* is what they've come up with.



The whole program is icon-run, ideal for a joystick. There are 32 players (2 of whom can be 'human', so that may as well be you and a pal), and they're all organised into leagues, with 8 in each. Everybody plays each other, and each of the 4 winners then go into a big championship-type knock-out thing (which can also be treated as a completely separate section of the game and played on its own if you want). Right, let's slip on our Nike's and take a trot out onto the court.



1. The game's on. White (that's me) serves...

On the 'ead, Jahangir!

For those of you who haven't a clue, squash is played out between 2 adversaries in a big white room, the idea being to bounce your ball off all the walls and pant rather a lot. And the same principle applies here. The court is laid out in 3D (just like old *Jonah B*) and in it you must slide your little man around, batting violently at thin air until, by luck, your racquet collides with the ball and you send it whizzing off into a corner as far away from your opponent as possible. Simple, eh?

Well, not really. The first thing you notice is how your chap seems to run incredibly slowly across the court. But don't worry – this is just like the real thing! Because the ball whizzes around like an angry wasp inside a tank you need to be pretty sussed about where it's going to go if you ever want to get there. Never mind all your power shots, soft taps and left and right spinning slices (which are all Speccy-performable here) – the trick is to get back to the centre of the court each time so you can reach whichever corner the ball gets wacked into.

That or you could try a new ball of course. Again like in the real game, you've got a choice of 5 types. Hardies go faster (but stay in the air longer, so they're supposed to be the easiest) while softies just flop down onto the floor after one little



The Championship Cup. Very expensive and well worth playing for (you can always flog it if you win!).

Each character must explore these using his actions. Every search might reveal a secret passage, special magic potions or cash. This wandering around would be absolutely fine and dandy if it weren't for the...

Monsters!

(Tremble, quake!) Roaming around the dungeon are some of the most loathsome beings ever (just like Andy first thing in the morning). Goblins, orcs, skeletons, Chaos Warriors (the biggest of the lot) – they're all best dealt with by being run up to and attacked with a battle axe, sword or anything you happen to be armed with.

Of course, you may get a wee bit hurt by some of these gruesome confrontations and this is where body point levels and mind levels come in. Every creature has them (including your fearless 4). The Dwarf and Barbarian have high body points but low mind points (cos they're ravver stoopid) while Elves and Wizards have good brains but weedy muscles (so when they're fighting they tend to use magic spells instead of swords, axes or potato peelers. Sensible really).

As the guys blunder around they can set off hidden traps which strip all-important life points from them. Luckily, searching for treasure can also unearth healing potions (sort of supernatural Andrews



The combat screen. The little swords and shields show the result of each character's roll of the dice.



Brillo! The Elf's just found a most useful potion! (He can use that next time he gets picked on in a pub!)

Liver Salts) which restore their strength. Other magic potions give a character double strength in any attacks, or make him immune to damage (for a while).



Of course if you find any treasure then you'll soon be wanting to spend it, and luckily enough there's a friendly Dungeon Happy Shopper at the end of each quest. Here you'll find helmets, swords, axes, shields, Marigold gloves (in 3 sizes!) and even the odd spell or 2.

It's deep, man!

So you should be getting the picture by now. There's a lot of depth to *Hero Quest*. And there are lots of ways to play it. You could get all the characters to meet up so they travel round in a group (which means they'll completely trash any monsters they find cos they can all jump in at once). Of course, that means that the first person into a room often get to find the treasure, but that isn't too much of a bad thing either cos then you get to fight about it amongst yourselves (and it's a lot of fun scrapping with the dwarf!).

The original board game that it's based on was squillion-seller success and they've done a really nice job of transferring it to the Spec. The icon system of movement makes things easy-peasy-lemon-sqeeezy and there's even a Save-character facility so you can use the same bloke in continuing quests over 3 or 4 weeks.

I do have one quibble though, and that's that the spelling's diabolical. I mean, you lot pick us up on every speeling mitsak we do, so why should the Grems get away with using dreadful English. I'm sorry but I feel very strongly about this, I really do. (I'll be talking to their headmaster about extra lessons for them after school.)

But apart from that it's all pretty hunky dory, and the good news is that Gremlin are working on expansion packs, to take you into even more hideous, nasty dungeons in the future. There'll be worse monsters, priceless treasure and more painful traps. I can't wait!



finalverdict

80 / 60 / 40 / 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
89°	84°	79°

DIAGNOSIS

Engaging arcade adventure /good board game conversion. Hours of fun with your friends!

INSTANT APPEAL 77°

86°

GOOD GAME! GOOD GAME!

Here's are the funky little options you get at the very beginning of the game.



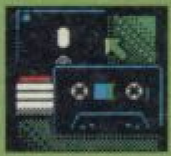
Your forthcoming fixtures are displayed here. Basically it shows you who's going to be beating you hollow.



When you've plucked up the courage, this is the Play Game icon. Good luck!



The rungs icon shows the little 8-man leagues which all the 32 players are in.



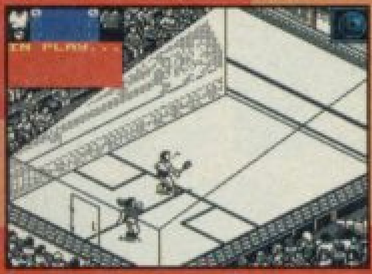
If you're playing a long tournament or championship and it's time for tea you can save and load your position with this option.



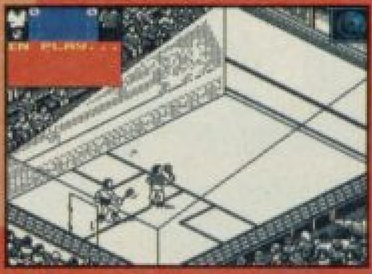
Here you can change from the old to the new Squash rules, swop balls (oo-er) and adjust the difficulty levels.



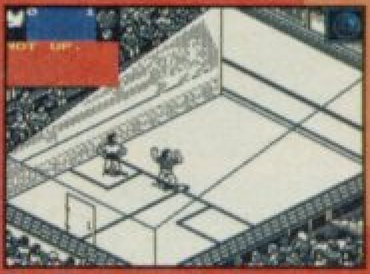
The ID card icon is where you can view all the players' statistics and change names, swop between joystick and keyboard and introduce other human players into the game.



And Black returns. Boo! (Things are hotting up!)



White gets into a good position and volleys (hurrah!).



But Black does the biz, and beats White into the ground.

bounce.

Either way I soon discovered I was completely crap so I decided to watch the other matches in the League Competition and Championship to see how the pros played. Some consolation. This was even more depressing because a) the computer players were very good and b) they took an inordinate length of time to play their games, and had brilliant rallies that you could never hope to achieve. (I then found another excellent way of avoiding playing a game which involved messing around with all the options like players' statistics, skill levels, league tables, people's names and so on, but then suddenly realised I had a court booked in 10 minutes and had to go back to playing it properly.)

The scores on the doors!

Well, there's no doubt that this is a very accomplished game. The graphics are clear and zippy and the gameplay's as smooth as a Cadburys Wispa (ie very, very smooth indeed). But where it stopped short for me was my basic interest in squash. It's not that I've got anything against squash, just that I'm not terribly interested in it – and you really need to be to keep plugging away at *Jahangir Khan* for hour after hour.



The computer opponents are just too hard and it all tends to get slightly repetitive. 2-player mode is more fun (rallies don't last too long – usually about 3 hits – but at least you don't have to put up with being humiliated by your Speccy all the time) but it's still pretty tricky to get the hang of it all.

Not that I'm knocking it to death! When all's said and done it's an extremely good representation of the game and if you'll into this kind of thing you'll probably end up playing like Mr Jahangir himself (and having a really good gas in the bargain). It'll just take years of time and energy, that's all!

finalverdict

80 / 60 / 40 / 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
74°	84°	73°

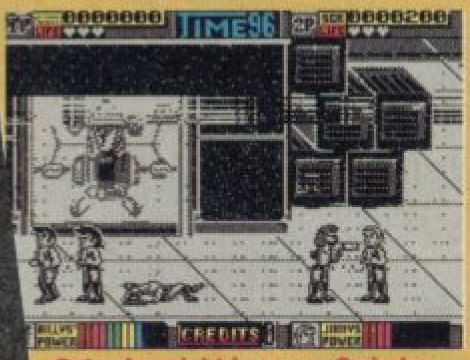
DIAGNOSIS

Very nicely done squash game, but difficult. If you're not into the game you might get bored quick.

INSTANT APPEAL 79°

79°





Saturday night in sunny Swindon courtesy of *Dub Drag 2.*



Virgin/£14.99 cass

Jon Ninjas, eh? They blimming well get everywhere! And not least into compilation boxes calling themselves *Fists Of Fury* and featuring 4 chestnut beat-'em-ups like *Shinobi* and *Double Dragon 2.* So let's strap on our shurikens and first say hello to...

Dynamite Dux

You play a boxing duck and bash cute meanie menials like puppies and moles in order to rescue your kidnapped sweetheart. Along the horizontally-scrolling way you get to grab extra weapons (including a water cannon and guided missiles) but watch out for the big boss baddies! Not to mention the overdetailed backgrounds and jerky scrolling, which help to kill off the fun (and point) of the original. *DD*'s less of a conversion, more a disappointing imitation – a sort of *Lazarus And Dingwall* to the arcade's *Police Squad. (Eh? Ed)*

'91 Verdict: 59°

Shinobi



Shinobi bumbs into a couple of baddies on his way to the shops.

A Sega shuriken-'em-up, this challenges you to free a load of baby ninjas (as if there weren't enough around already) from the clutches of a notorious villain and part-time sneeze called Bwah Foo. Face the legions of Oriental minions hurling boomerangs, shurikens and sometimes even themselves at you, and battle through to pick off the end-of-level bosses. Add colourful 4-way scrolling and sprites that are more poorly animated than a Saturday morning cartoon and you might think that *Shinobi*'s a bit of a recipe for blandness. It is however jolly addictive and playable.There's quite a funky little smart bomb that pops up once a level, the long levels mean you're getting your multiload's worth, and there's always a little surprise hiding round the corner (or on the wall, or in the water, or behind that crate...). Tastier than my Nan's sponge cakes and the prize of the pack.

'91 Verdict: 85°

The Ninja Warriors



A couple of Castro lookalikes throw bananas at Mr *Ninja Warrior.*

A horizontally-scrolling multiload which not only boasts all the beat-'em-up genre's standard features but also has quite a nice line in rather average gameplay. The nicely-shaded graphics, 2-player option and choice of weapons (poke people with your sword and throw a few ubiquitous shurikens around) contribute to solid, enjoyable play, but what could have been "oh wow!" is just "oh well". **'91 Verdict: 67°**

Double Dragon 2

Grab a pal and repeat more or less exactly the same kind of stuff you did in the first Double Dragon. Use a wide range of moves in conjunction with a load of stolen weapons

GRAND PRIX



The grid is worked out after qualifying. My bods are 12th and 17th. (Could be worse!)

D&H Games/£9.99 cass

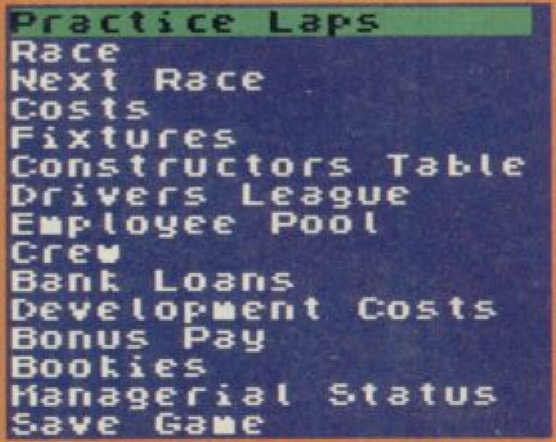


James I could have been a Formula One driver, you know. It's true. I was very unlucky, because on the day I was due to sign with Ferrari in Italy I had a cold, so had to stay in bed. An unknown dude called Nelson Piquet happened to be on holiday near the team workshop. He didn't have a cold, so got picked instead – and look at him now! Life can be very unfair, readers.

Anyway, the Formula One business is very exciting. Probably more exciting than running a football club (if that's possible), which explains why D&H Games have decided to do a management sim about it. The main idea is the same. You pick a 'GP' team, con a load of sponsors into paying for your tyres and fuel and win as many of the season's races as you can. And, er, that's it, really (at least in *Grand Prix* it is).



At the start, most of the selection bits are done from big lists of companies who'd just *lurve* to supply you with engines, gearboxes or other oily bits for your 2 racing cars. Some are more generous than others, so it pays to shop around (as my gran always says).



The main menu and the excitement's killing me. Let's go practice to see if we can qualify.

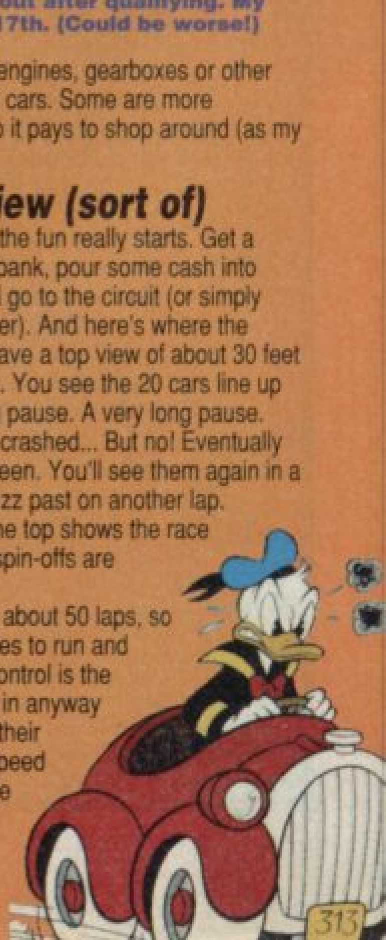


The race is on. Senna leads, but some people have stopped in the pits already.

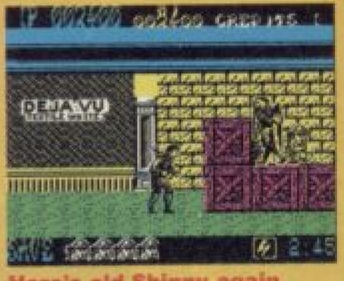
Grandstand view (sort of)

Once the team is set up the fun really starts. Get a huge overdraft from the bank, pour some cash into engine development and go to the circuit (or simply disappear to Brazil forever). And here's where the graphics come in. You have a top view of about 30 feet of the circuit and the pits. You see the 20 cars line up in 2 rows. There's a long pause. A very long pause. Perhaps the computer's crashed... But no! Eventually the cars edge off the screen. You'll see them again in a few seconds as they whizz past on another lap. Thrilling stuff. A box at the top shows the race positions. Crashes and spin-offs are shown at the bottom.

Most of the races are about 50 laps, so take about 10 real minutes to run and during the race all you control is the pitstops. The cars come in anyway if they get knackered or their fuel runs low. You can speed things up by selecting the



and climb up onto the scenery to drop down on top of the opposition. All this is depicted in very attractive graphics but, sadly, these suffer from fatal clutter-clash. Also, the gameplay's pretty similar throughout, there's a very irritating multiload and the most radically different 48/128 versions I've seen since *Road Blasters*. It's only a short time before words like 'that' 'not', 'that' and 'good' start coming to mind.



Here's old Shinny again trying to hide behind a stack of boxes.

'91 Rating: 65°

So, all told, it's a surprisingly weak compilation from Virgin (especially after *Edition One*).

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
60°	71°	60°	80°

DIAGNOSIS One goodie, 2 humdrums and a duffer. The *Fury* would come after buying it!

60°



Refill and Change Tyres options, but you still feel a bit useless. *(You are anyway. Ed)*

Annoyingly, you don't control the cars at all when they're going – you just set them up with the correct tyres, fuel etc before the race. But unless you've been playing for hours you'll probably finish last (if at all).

The race graphics are jolly (but rather old-fashioned), and they're the best thing about *Grand Prix*. And if you're determined to win it can be quite exciting watching the battle unfold, especially in 2-player mode.

But when each race is over you just fiddle with your team, hiring better mechanics, drivers and directors. There isn't much else to do except make small improvements for the next 10-minute race (in contrast to last month's D&H offering *Soccer Manager*, which gave you lots of control). And so it goes on. And on. If it was a budget game it'd be well funky. But at £10? No way, José!

PITS

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
46°	48°	50°	55°

DIAGNOSIS Looks like a cheap and cheerful management sim. Except it isn't cheap, and there isn't that much to do.

52°

The Reaper

UbiSoft/£10.99 cass



Linda The world is full of wonderful things to do. There's cows to stroke, candyfloss to eat, flowers to pick and boys to kiss. So why have UbiSoft gone and published *The Reaper*?



It looks as though it's been made in somebody's bedroom (which it may well have been considering they're only releasing it on Speccy cassette) and, quite frankly, it's more than a bit of a rip-off at £10.99.



I'm Lee (the little white chappie in the underworld) and I've run out of shurikens. Er, I haven't saved any souls either. Ho hum!

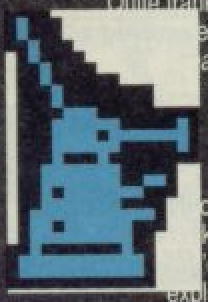
Basically it's a punch-'n'-shoot-'em-up set in a sort of upstairs-in-the-flowery-woods and downstairs-in-the-dank-caverns world. You're a brave warrior (either Lee or Karen) who's been brought back to life to fight it out with your 'reanimated' enemies (who are called things like Simon, Phil and Mike. It's better than being at an Enid Blyton convention, isn't it, Spec-chums? Except not as spooky.). At stake are the souls of your pals, so if you mess it up then you'll all burn in hell forever. Whilst setting the souls free and bashing in your old foes you come across lots of handy little items to replace lost energy and stuff as well as a whole host of spooky opponents.



"Exterminate!"

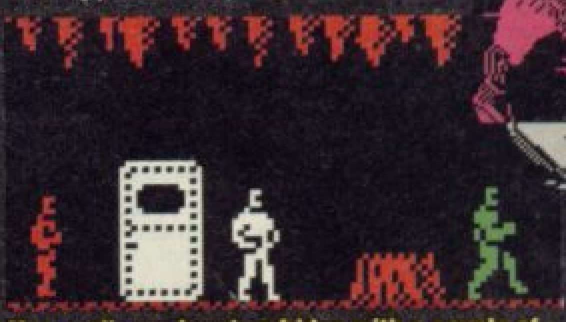
All that plot business makes it sound quite good and the loading screens certainly add to the illusion – but don't be conned! It's all a load of twaddle!

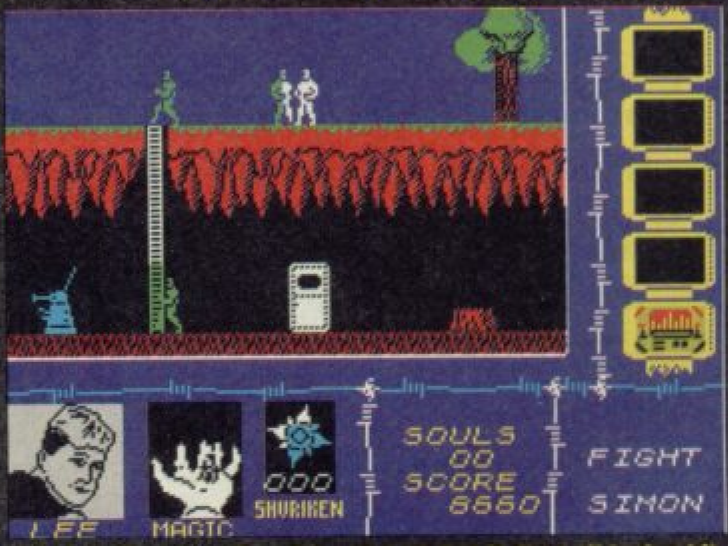
For some reason the programmer's decided to have speech bubbles springing up all over the screen (which you can take out it you want) and these are filled by a choice of polite or, erm, 'impolite' (to put it politely) language. It's all pretty mindless and gratuitous to say the least.



Quite frankly some of our ...es are better than ...aper. Like them, it does have a certain, erm, 'naive charm', and I did manage to have some fun with it, but ...ou'd be mighty peeved if you ...ked out a tenner on it. In fact, ...'d be so upset that you'd certainly explode. And as I don't want to be held responsible I'll just take the precaution of advising you not to buy it.




Yes, well, um, here's a fridge with a couple of sort of spacesuit people jogging about. (Ahem.)



Okay, so there's quite a lot going on, but it does all look a bit twee and dull, doesn't it, Spec-chums? (Apart from the dalek.)


We can't make our minds up whether this is a dragon or an elephant, but either way he obviously needs to watch his breath a bit.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
34°	32°	33°	37°

DIAGNOSIS Amusing touches, not such amusing language. Poor and puerile.

35°

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FUTURE SHOCKS



And those games just keep on coming. Expect definitive Joystick Juggles on these, and other titles, in the months ahead.

WRECKERS
Audiogenic



W*reckers* is a sort of space-age, 'stand by your posts chaps and if the blighters come any closer shoot' kinda game. *(You mean a shoot-'em-up. Ed)* Exactly.

You play the Keeper of the Beacon, which is a sort of inter-stellar lighthouse that transmits 'nanowaves' to guide space travellers. And basically you've got a bit of a cushy job.

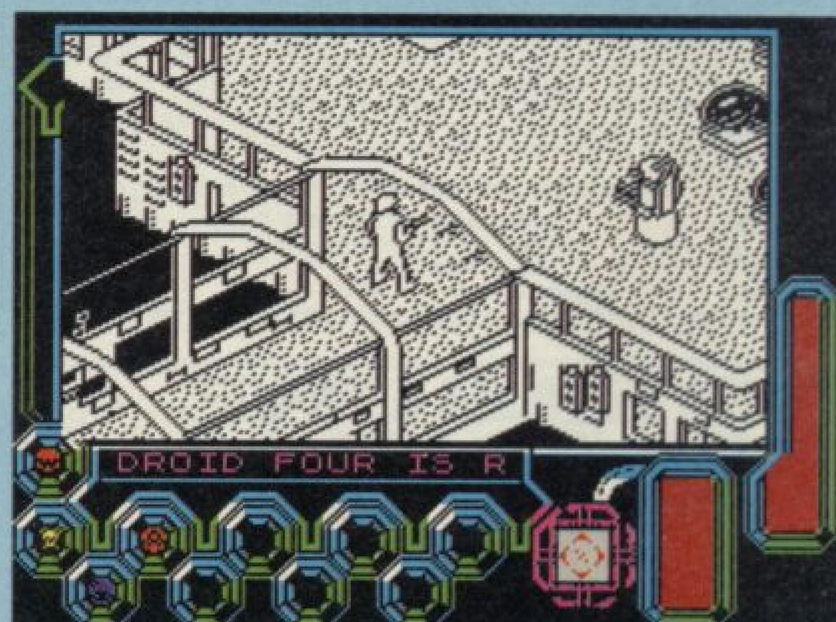


Computers do most of the work for you, there's also a team of droid assistants to help you out, and since the universe is a bit of hippy-peaceful place at the moment there aren't too many marauding aliens trying to give you jip. So why bother having a human keeper there in the first place? Well, basically to discover why the Beacons let out the quietest of little burps from time to time and then proceed to blow themselves to smithereens!





Of course the answer soon becomes apparent and you realise it's all down to a bunch of dodgy chappies called the 'Wreckers'. Their idea of a sense of humour is to infect the beacons and then watch them self-destruct within the hour, so if you don't sanitise your station in time it'll vapourise into thin air. Yikes!



Nice of them to dress our little hero in white so we can see him against the tasteful backgrounds, eh?

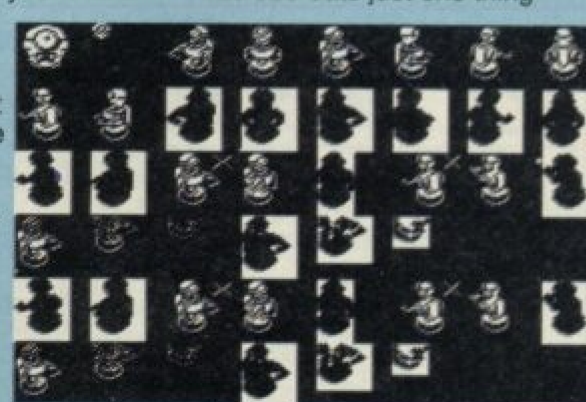
And if that wasn't enough then you've got this spooky organic cloud heading straight for you from the depths of nowhere. Known as Plasmodian Extraterralis to his friends, this muscley little macrobe eats just one thing





It's always nice to show screenshots like this because they give you such a full appreciation of the 'work in progress' angle of programming. (Which is Crap for "We haven't anything better to show you".)





And here's a load of screen sprites for what look like your little robots helpers (but don't bet on it!). *(As if we would. Reader's Voice)*



(plasnoglass) and, as fate would have it, your space beacon is built to the hilt with it. It doesn't rain but it pours, eh, Spec-chums?



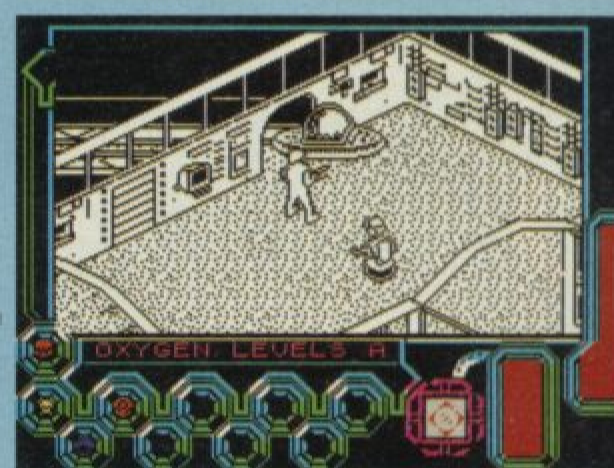
First thing you'll have to do is make sure the transmitter carries on functioning – we can't have any nasty space-accidents now, can we? Then you have to defend the Beacon from invasion or damage by using the 4 battlepods stationed at various positions around the structure. If any macrobes manage to get past the them then you'll have to put on the protective Bacofoil, pick up the flamethrower and get out there to burn the creeps off.





Phew.

Sounds a right corker, doesn't it? It's got us panicking and flustered just thinking about it! Expect it in the shops within the next couple of months, where it should be cleaning up quicker than a economy-size bottle of Daz Ultra.



And here we are again in another corner of the room. And look – here's one of our trusty droid helpers. "Oi, Felix! Go put the kettle on, will you?"

FAMOUS FIVE

Enigma Variations

I say, chaps! Anyone up for sandwiches and ginger beer?

Well, Enigma Variations obviously are! They've got lashings of both cos they're just about to release a graphic adventure based on Enid Blyton's *Five On Treasure Island*!

You play the parts of Julian, Dick, Anne, their cousin George (short for Georgina) and her dog Timmy (that's right – all of them) who pootle off to their Aunt Fanny's for the summer only to become embroiled in a spooky quest to discover secret treasure, foil some escaped convicts and make it home in time for tea. Sounds a bit of a doddle? Well, it jolly well isn't!

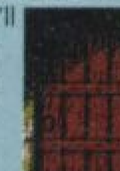


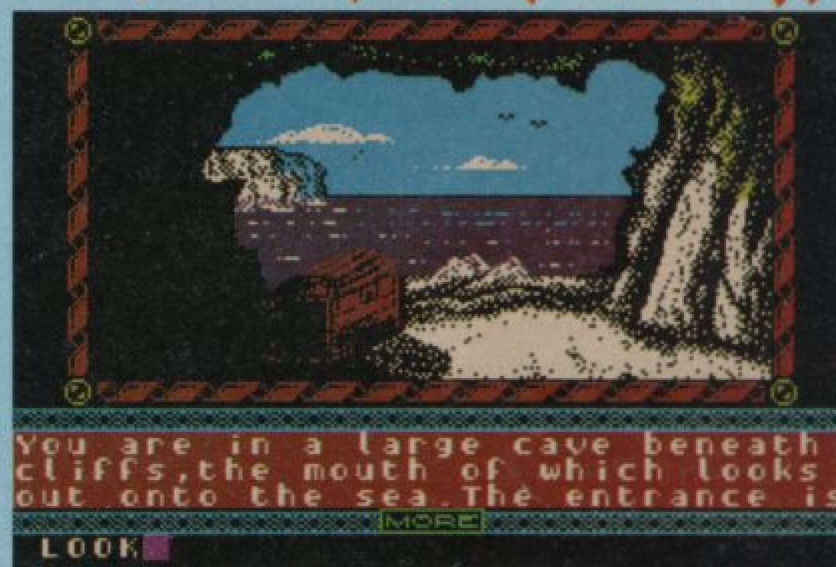
Control of the characters is on a one-by-one basis, and in the meantime the Famous Four that you're *not* controlling either follow you around, or wander off on their own, perhaps to some hideously nasty fate. Telling them to do something might keep them in line a bit.

The Famous Five has been written with an adventure game system called Worldscape. This allows loads of other characters to exist independently of each other (so when you meet other people they react differently every time, and roam around, doing pretty much whatever they want and making the game that much more unpredictable). Another jolly spiffing thing is the sentence interpreter that gets the characters speaking exactly as they do in the books. Jolly hockey sticks!



Unfortunately the 48K version won't have any graphics (so it'll end up looking much the same as the text games in Mike's Adventure pages) but we should be seeing the 128Ker next month. What we can bank on though is that there'll be pretty post-card locations and peculiar puzzles galore! Hurrah! (Woof.) (Down, Timmy.)





Ooh! I say, Dick! It looks like we've woken up in some sort of cove! (By the way, it was jolly strong ginger beer we were drinking last night, old boy. Now where did I put the car keys?)



Jolly nice quality screenshots, aren't they, Spec-chums? Mmm. Very tasteful.

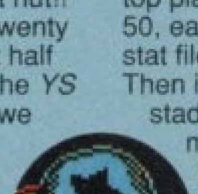
TOUCHDOWN

D&H Games



American Football, eh? Doncha just love it? All that "Hut hut hut!!" and "forty six, twenty three, nineteen!!". It don't half stir up our blood here in the *YS* shed. (Or it would if only we could understand it!)

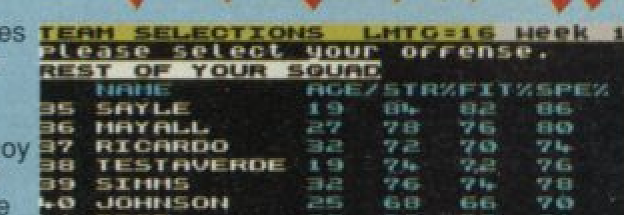
Anyway D&H, those spooky 'Masters Of Strategy' are writing (probably even as we speak) a management sim all about it called *Touchdown*.





It's the usual kind of thing. You choose your team (49ers, Jets, Oilers and so on), then your 11 top players from a bank of about 50, each of whom has his own stat file on age, fitness and skill. Then it's time to head off for the stadium where about 1.8 million bottoms are perched on the edge of plastic seating arrangements while their owners gobble down mountainous amounts of 'bagels' and 'grits'.

Your team will need guidance as to which 'plays' to make. This doesn't mean they put on a production of *Hamlet*. A play is a pre-planned series of running-about movements designed to confuse and annoy the opposition. If you do it well one of your men should be able to rush through the bewildered crowd and make a touchdown. Hence the name of the program. Blimey.

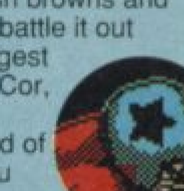


TEAM SELECTIONS LMTG=16 Week 1
Please select your offense.
REST OF YOUR SQUAD

	NAME	AGE/	STR%	FIT%	SPE%
35	SAYLE	19	84	82	86
36	MAYALL	27	78	76	80
37	RICARDO	32	72	70	74
38	TESTAVERDE	19	74	72	76
39	SIMMS	32	76	74	78
40	JOHNSON	25	68	66	70
41	RICE	28	79	77	81
42	BURRUSS	29	71	69	73
43	WARNER	30	77	75	79
44	HAMPTON	33	67	65	69
45	WALKER	28	68	66	70
46	DUPER	29	67	65	69
47	PAIGE	21	79	77	81
48	CLAYTON	23	82	80	84
	BUCCANEERS>>	25	89	92	90

Never let it be said that D&H Games aren't masters of dazzling Speccy graphics.

The aim is to beat everyone else in the League (using one of 3 skill levels from Rookie to All-Pro) and then compete in the NFL Superbowl. If you get that far, the entire population of the USA will come to one stadium about 35 miles across and watch (eating hash browns and Jell-O) while you battle it out with the other biggest team in the land. Cor, eh?



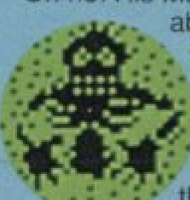
Coming to a sod of astro-turf near you next month.

MYSTICAL
Infogrames



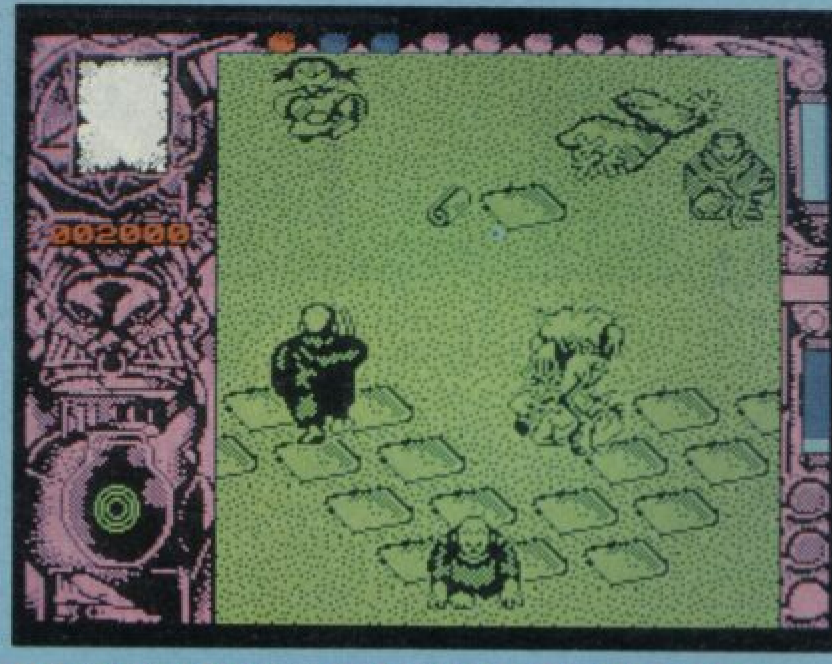
Oui oui, Monsieur. Donnez-moi un jeteur de flamme! *(Transl. Yes, yes, sir. Give me a flamethrower.)* Why? Because the French are at it again!

To be precise it's that spooky bunch of Infogrames chappies, with their latest weirdo cross-channel cherry, *Mystical*. It's an arcade adventure in which you play a magician's apprentice who's been working jolly hard all year and is about to graduate. Except he's not! Because somehow he manages to blow up the entire lab and destroy all the spells! Oh no! His Magician boss is absolutely furious when he finds out of course because he's just spent about 350 years travelling through parallel worlds to collect them all (it's not the travelling that's so bad, just the delays and cancellations). So basically he sends you out to pick all 24 of them up again.





Blimey – it's Kojak and the snowman! (Actually, the blokie with no hair is you. Pity you can't quickly pop out to C&A to pick up a bobble hat!)



Well, it's certainly cartoony, isn't it? We've no idea who all these cheery little chappies are but they all look jolly busy!





Things aren't made much easier by the fact that the powers of evil are out to stop you (though you can use the spells that you retrieve to try and ward them off). There'll also be lots of other characters who either help or hinder you and the whole thing should be seriously funked up by a simultaneous 2-player option.

With luck (and the wind behind us) we'll be taking a prolonged gander at *Mystical* in next month's issue. Can't wait!



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* Yo ho ho! It's the Magnificent 7's third trip. Seaworthy trunks overflowing with demos, complete games and POKEs. It's more scrummy than a plateful of ship's biscuits!
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* All in all it's enough to make you jig for joy!

Don't miss the galleon! Be sure to grab your copy of the June issue of *Your Sinclair*! It's on the newstands from 2nd May (and it's going to be a corker)!

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